

STAR WARS® TAPANI SECTOR

• INSTANT ADVENTURES •



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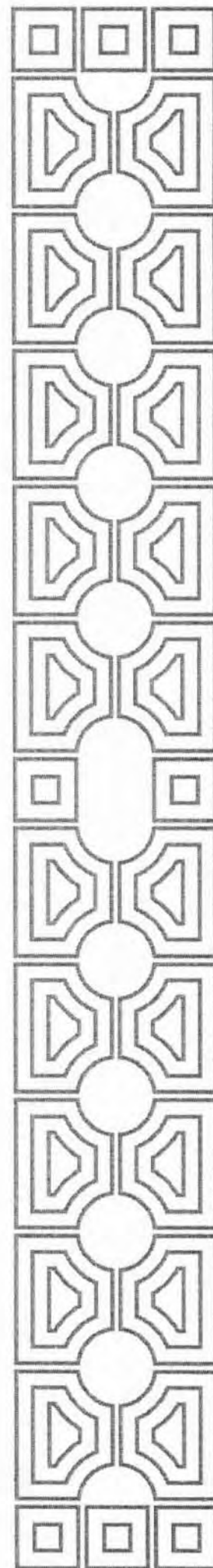
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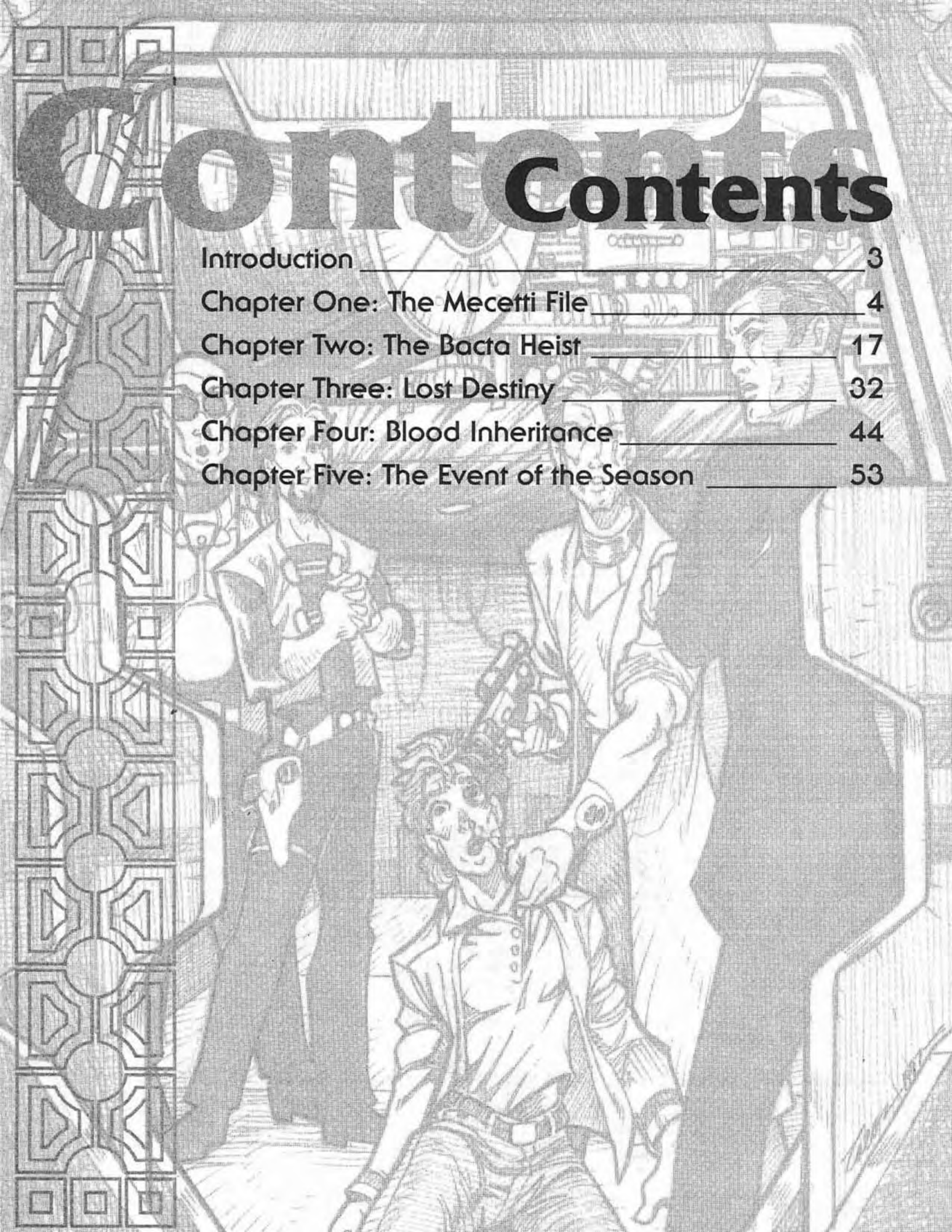
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Introduction

Welcome to Tapani Sector!

Tapani Sector Instant Adventures is a collection of introductory scenarios designed for use with the *Lords of the Expanse Campaign Boxed Set*. The adventures contained in this volume are set in the Tapani Expanse, though they can be modified for use in other sectors. (One option is to replace the various noble Houses with crime families, for example.) Familiarity with the *Lords of the Expanse* campaign is highly recommended.

Each adventure contained in this book is designed to be read quickly, allowing the gamemaster to run a *Lords of the Expanse* roleplaying session with relative ease and minimal preparation. Each adventure also includes tips on how to incorporate the scenario into an existing *Lords of the Expanse* campaign and on how to take elements of the storyline and use them as springboards for future adventuring.

Each Instant Adventure also features a "Quick-start Outline" (located on the first page

of each adventure) that tells the gamemaster at a glance what order events occur in. In addition, each adventure contains diagrams and player handouts that gamemasters are encouraged to photocopy and use to enhance play.

Finally, *Tapani Sector Instant Adventures* features 32 color reference cards. These cards contain the relevant game statistics and information about several items of technology, ships, vehicles, creatures, and characters that appear in the scenarios in this book. Gamemasters are encouraged to use these cards not only as a player aid when running the scenarios in *Tapani Sector Instant Adventures*, but also to augment an ongoing campaign.

Time Frame

The events in this book take place in the "Classic" *Star Wars* era, between *Star Wars: A New Hope* and *Shadows of the Empire*. In the Tapani Sector calendar, the adventures in this volume take place in roughly the same time period as the adventures described in the *Lords of the Expanse Campaign Boxed Set*.

The Cards

Each adventure card in this book is numbered; the "Quick-start Outline" portion of each adventure lists the appropriate card numbers for use with each scenario. In addition, each card features an icon describing the item illustrated on the card: a ship, creature, Imperial, droid, and so on. The icon is located in the upper left corner on the back of each card.



Denotes Imperial affiliation



Denotes House Barnaba affiliation



Denotes House Calipsa affiliation



Denotes House Mecetti affiliation



Denotes House Melantha affiliation



Denotes House Pelagia affiliation



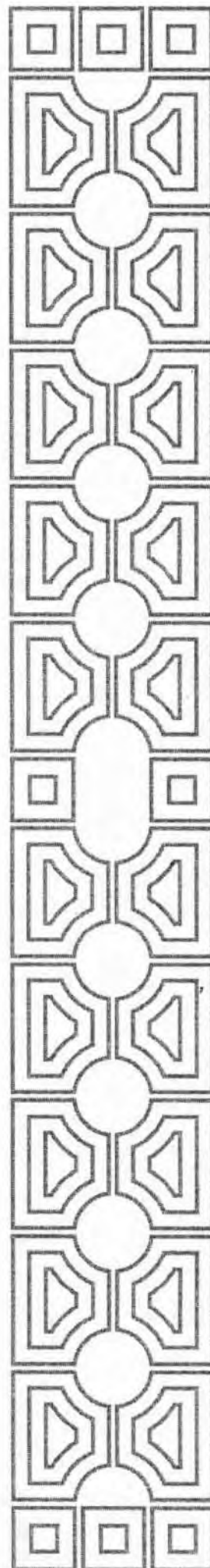
Denotes pirate affiliation



Denotes "Fringe" affiliation (smuggler, gambler, rogue)



Denotes droids, equipment and creature



Adventure One:

The Mecetti File

Introduction

"The Mecetti File" is an adventure designed for a group of four to six smuggler characters. While this adventure works best with characters who are affiliated with the Rebel Alliance, "The Mecetti File" can be adapted for use with virtually any type of player character group. However, this adventure works best if the characters are not already members of one of the Expanse houses (so that they cannot rely upon outside help in the situation which entangles them).

In this adventure, the characters are inadvertently drawn into a power play between two rival Tapani sector houses. They have come to Lemuir IV—a world along the Shapani Bypass—

to meet a contact (a process called "cutting a contact path" in the smuggler lexicon). Unfortunately, they are directed to the wrong docking bay, where an attack on a seemingly-helpless victim is taking place. Whether they interfere or flee, the characters are implicated in the violence. In order to clear their names (or at least escape the sector) the characters must join forces with the very house that involved them in this mess in the first place.

Episode One

The Rebel Alliance is—as usual—desperately low on stocks of bacta. Without this crucial medical supply, the Rebels cannot hope to

"The Mecetti File" Quick-start Outline

- **Episode One.** The characters land at Lemuir IV to meet a smuggler. They are sent to Docking Bay 10, where they find a group of House Mecetti thugs about to shoot their contact. It isn't until after a fierce lightfight that the characters discover they aren't in the right docking bay; their contact isn't there.
- **Episode Two.** The characters are sought by local authorities for their part in the shoot-out. They are also sought by Mecetti-allied thugs, who are apparently seeking to retaliate against the characters for meddling in House Mecetti's affairs. With the spaceport closed pending an official investigation, the characters can do little but hide out in the city and try to ferret out their erstwhile contact, hoping for his help.
- **Episode Three.** While battling a team of House Mecetti thugs, the characters receive unexpected aid from the Spaceport Controller (who originally sent them to Docking Bay 10). She explains that she is an undercover agent loyal to House Pelagia, and that she needed someone to rescue the man in Bay 10 (a fellow Pelagia agent). He possessed a file with evidence that revealed House Mecetti's involvement in anti-Imperial affairs. She asks the characters to help her retrieve that file. With the Mecetti File in hand, she can help clear the characters with the local authorities.
- **Episode Four.** Returning to the docking bay, the characters and the Pelagia agent run afoul of Mecetti thugs who are also seeking the file. Another fight erupts, but when the local law-enforcement agents arrive, the characters have a chance to prove their innocence.
- **Cards Used:** 4, 5, 7, 17, 22, 23, 24, 30

continue in their struggle against the military might of the Empire. The characters' mission is to meet with a smuggler at Lemuir IV, along the Shapani Bypass, and negotiate to divert a shipment of bacta away from the Empire and into the hands of the Alliance.

Once dirtside, the characters are supposed to ask Spaceport Control where the trading ship *Eternal Hope* is docked; the group's instructions are to meet their contact at his ship. The only description they have for the contact is that he is tall and thin.

Wrong Door

Read aloud:

With a smooth hum, your ship drops out of hyperspace. The glittering starlines of light-speed coalesce into the discrete pinpoints of stars, revealing a view of the Lemuir system. After locating the nearest nav beacon, you set a course for the system's fourth planet.

In addition to the typical vessels you'd expect insystem—bacta transports, bulk freighters and the pleasure yachts of the sector's well-to-do—you can see an unwelcome sight: an Imperial Star Destroyer is orbiting Lemuir IV.

The gamemaster should give the players a moment to plan their strategy—or panic—before reading the following aloud:

The Imperial ship's transponder code identifies her as the *Gauntlet*. As you near Lemuir IV, the *Gauntlet* subjects your ship to a quick sensor sweep...

Again, the gamemaster should look expectantly at the players, and let them worry for a moment. (This is also a good time to remind the players of any crimes their characters may be wanted for.) After letting the players "sweat it out" for a moment, read the following aloud:

As you pass beneath the heavily armored hull of the *Gauntlet*, you can see several of the warship's turbolaser batteries tracking you...but no challenge is issued. Moments later, a pleasant female voice crackles from the comlink: "This is Lemuir IV Traffic Control. Divert from your present course and take heading two-oh-one mark four-four-eight. You are cleared to land. Proceed to Bay 13. Lemuir IV Traffic Control out."

Once on the ground and cleared to enter the city proper, the characters can query Spaceport Control about the location of the *Eternal Hope*. When they do, a female operator directs them to Docking Bay 10. A Moderate *Perception* roll by any of them reveals that the woman giving directions over the comm seems to be in something of a hurry. Her speech is rushed and curt. A Very

Other Mission Possibilities

This adventure can easily be adapted to characters and missions other than Rebels looking for bacta. Alliance spies might come here to scout out the extent of Imperial power in the area. Smugglers or pirates might be looking for a buyer, or even hoping to purchase coordinates for a shadowport or secret hyperlane in Tapani Sector. Bounty hunters may be searching for a more lucrative market to ply their trade. Gamblers or minor nobles might simply be traveling through the system; perhaps they have booked passage on a series of ships, and merely hope to make their connecting flight on Lemuir IV.

Difficult result on the same roll reveals that she is tense and agitated about something. If the characters stall, she tells them, "If you want to meet your friend, you'd better get to Bay 10 in a hurry! I think he's leaving."

When the characters arrive at Bay 10, they are confronted by a strange tableau. At the base of a small cargo ship's ramp, two burly men are holding a short fellow who obviously has been beaten severely, while a third prepares to shoot him in the head with a blaster pistol. A few others stand guard inside the door to the docking bay, blasters drawn. (In total, there is one thug for each of the characters, including the three currently dealing with the victim.) As the door whisks open, the thugs freeze and turn to stare at the characters. Roll for initiative.

Assault victim. *Dexterity* 4D, *blaster* 5D, *dodge* 4D+1, *Knowledge* 2D+2, *alien species* 4D+2, *bureaucracy* 8D, *languages* 5D+2, *planetary systems*: Tapani sector 6D, *streetwise* 8D, *survival* 3D+2, *Mechanical* 2D+2, *astrogation* 4D+2, *space transports* 5D, *starship gunnery* 3D+2, *starship shields* 3D+2, *Perception* 3D, *hide* 6D, *investigation* 6D, *sneak* 6D, *Strength* 3D+2, *brawling* 5D, *Technical* 2D. Move: 10. Character points: 12. Equipped with: ID card (with falsified identity, "Coros Telari, Merchant"), hold-out blaster (hidden in left boot), 500 credits.

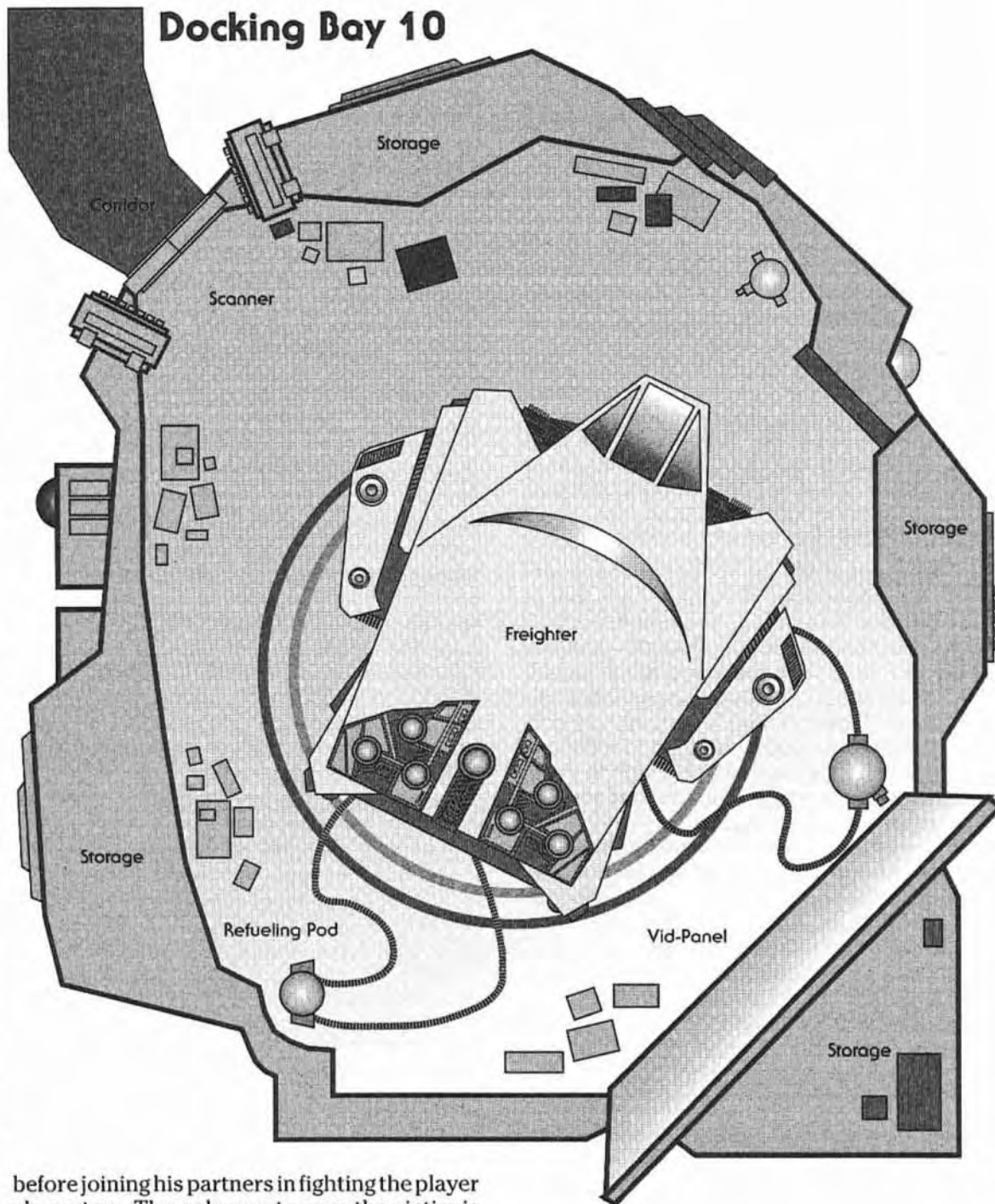
Thugs. *Dexterity* 3D, *blaster* 4D+2, *brawling* parry 4D+2, *dodge* 4D, *melee combat* 4D+1, *Knowledge* 2D+2, *intimidation* 4D+2, *streetwise* 4D, *Mechanical* 2D+1, *Perception* 3D+1, *hide* 3D+2, *search* 4D+2, *sneak* 4D+2, *Strength* 4D, *brawling* 5D+1, *stamina* 5D, *Technical* 2D+2, *demolitions* 3D, *first aid* 3D, *security* 3D+1. Move: 10. Character points: 5. Equipped with: Heavy blaster pistol (5D), 200 credits, falsified IDs.

All but one of the thugs open fire on the player characters. The one exception is the man who was about to dispatch the hapless victim; he finishes off the unlucky individual



Talon Dunning

Docking Bay 10



before joining his partners in fighting the player characters. The only way to save the victim is to take down the gunman before he has a chance to fire. If this happens, the would-be target collapses, unconscious, as the battle rages around him.

Within seconds, alarms begin sounding throughout the spaceport, and security fields flicker into life over all the bays, preventing any other ship from leaving. Spaceport Security agents begins converging on Bay 10. The thugs try to fight their way out of the bay, refusing to surrender to either the characters or Space-

port Security when it arrives.

If the thugs somehow defeat the characters, they spare a killing shot for their original victim, then manage to escape, battling Spaceport Security and fleeing into the city. In this case, the defeated characters are left to be captured by the authorities. Their wounds are tended to, but they are incarcerated and charged with murder.

If, on the other hand, the characters hold their own against the thugs, they have the

option of either fleeing into the city themselves before Security arrives in force, or surrendering to those authorities. If the characters surrender or are defeated by Spaceport Security, they are taken into custody. (See "Talking To The Law" on page 10.) If they manage to escape, their only option is to hide out in the city proper, because the spaceport is now swarming with Security agents.

As the episode ends, the characters should realize that they have been sent to the wrong docking bay; they are either notified of the mistake by a Security agent during an interrogation or they may notice their error after the fight. (An *Easy Perception* roll reveals that the ship in the docking bay was the *Starseeker*, not the *Eternal Hope*, and the unidentified man being attacked did not match their contact's description; he is only of average height.) It would seem that they stumbled into all this trouble entirely by accident.

Behind the Scenes

Although it would seem that the characters were sent to Docking Bay 10 mistakenly, things are not quite that simple. The controller who gave them directions is Janna Pallask—an agent of House Pelagia. The man targeted for murder is also a Pelagia agent operating under the identity of "Coros Telari, Merchant." The attackers, loyal to House Mecetti, have come looking for a datafile that "Telari" stole from their house, containing information that could damage its standing with the Empire.

As his attackers arrived, "Telari" was in the process of preparing to deliver the datafile to the Spaceport Controller (via the spaceport computers). When the House Mecetti thugs arrived, he still had his comlink open with the controller, so she was able to overhear what was happening. Desperate to get him some help—but unable to summon Security without blowing her cover—she seized upon the first opportunity that presented itself: in this case, the arrival of the characters in a docking bay nearby.

Gamemaster Note: A Reward for Good Roleplaying

If the characters acquit themselves well in the battle, they can be rewarded: the "killing shot" seriously wounds—but does not kill—Telari. For the duration of the adventure, the hapless spy is confined to bacta immersion, but he will owe the characters a debt of gratitude for their assistance in the conflict.

Episode Two

Unable to leave the planet, the characters are essentially trapped in the city. Because they are strangers to the system and don't know anyone here, it would seem that their best bet is to track down their erstwhile contact, hoping that he can get them off-world, or at least help them to hide until the trouble all blows over.

Dodging the Authorities

Unless they have already talked with the local authorities (if they were captured at the end of Episode One), the characters are also being sought for questioning concerning the deaths in Docking Bay 10. Although the local authorities do not know the characters by sight, they soon piece together enough information to realize that the group landed in Docking Bay 13 when it first arrived. Soon, news services across the city begin announcing the hunt being conducted for these off-worlders. That should be enough to make the characters *exceedingly* nervous.

As the characters conduct their search for their smuggler contact, they may cross the path of law-enforcement agents from time to time. Each time they begin pursuing a new clue from the list below, roll 1D; on a result of "1," a pair of security troops officers arrive at their current location. (Or you can simply decide to have the law arrive if the action begins to drag.)

Whenever the authorities show, all of the characters must pass a Moderate *sneak* roll to avoid discovery. Any characters who fail this roll are confronted by a pair of law-enforcement agents and are placed under arrest. (See "Talking to the Law" on page 10.) If the characters decide to fight, the security troops use stun settings on their blasters unless faced with deadly force themselves. Needless to say, killing or seriously injuring an officer is sure to land the group in much deeper trouble.

Spaceport Security. *Dexterity* 3D+1, *blaster* 4D+1, *brawling parry* 4D+1, *dodge* 3D+2, *Knowledge* 3D, *law enforcement* 4D+1, *Mechanical* 2D+1, *Perception* 3D+1, *investigation* 4D, *persuasion* 3D+2, *search* 3D+2, *Strength* 3D+1, *brawling* 4D+2, *Technical* 2D+2, *first aid* 4D+1, *security* 3D+2. *Move*: 10. *Character points*: 5. *Equipped with*: Stun baton (STR+1D stun damage), blaster pistol (4D).

Predator or Prey?

As the characters conduct their own hunt for their contact, they learn that another group is seeking them as well: the agents of House Mecetti, although the characters have no way

of knowing that at first. If the characters decide to stop and wait for their pursuers at any point, or put out word that they are ready for a meeting with them, House Mecetti thugs show up within the hour and attack (see Episode

Three, page 11). Otherwise, it takes those thugs six hours to catch up with the characters as they conduct their search across the city. This means that the thugs will find them at least by the time of the sixth clue (see below)...if not sooner.

Thugs. *Dexterity 3D, blaster 4D+2, brawling parry 4D+2, dodge 4D, melee combat 4D+1, Knowledge 2D+2, intimidation 4D+2, streetwise 4D, Mechanical 2D+1, Perception 3D+1, hide 3D+2, search 4D+2, sneak 4D+2, Strength 4D, brawling 5D+1, stamina 5D, Technical 2D+2, demolitions 3D, first aid 3D, security 3D+1.* Move: 10. Character points: 5. Equipped with: Heavy blaster pistol (5D), 200 credits, falsified IDs.

Smuggler in a Haystack

As the characters work to track down their smuggler contact, they proceed through the following events in the order listed. Each event takes roughly an hour, which includes travel, time spent talking and so on. Note that some of the events may take longer if the characters fail a roll, as explained below.

1. Seedy Tapcafe. A Difficult *streetwise* roll allows the group to find a seedy tapcafe (any seedy tapcafe) where the characters can learn the following from the bartender: "If you want to find somebody, your best bet is to talk with Gotspar, the bartender at the Green Mist tavern. But be prepared to pay some serious credits for the information." The group can continue trying this roll, traveling from bar to bar, and spending an hour each time, until successful.

2. Green Mist Tavern. At the Green Mist, if the group succeeds at a Moderate *streetwise* roll, Gotspar (a Herglic who has definitely seen better days) charges the characters 100 credits, then says, "Give me a second while I check with someone." He goes to a back room to make a call, then returns to say, "You need to see Rophele Masan at the Empire Freight Company offices. He'll point you in the right direction." If the *streetwise* roll is failed, the group can pay an extra hundred credits per point necessary to raise the roll to Moderate. Otherwise, their search is ended.

3. Empire Freight Company. At Empire Freight, Masan charges the group two hundred credits and says, "I'll put your request out on the street. Tell me where you're staying, and I'll send word to you there." At the end of the hour, the group receives a terse message: "The tall man was last seen at the Lake Aire hotel." No skill roll is necessary to find this clue.

If the characters are beginning to anticipate the arrival of the regular Spaceport Security officers, gamemasters are encouraged to vary the encounter somewhat. Since the spaceport also employs droid security and monitoring forces, the characters may encounter such units; even worse, the droids—programmed to seek out the characters and well aware of their appearance—cannot fail to recognize the group.

Security Droid

Type: Taptronic SIS Surveillance Droid

DEXTERITY 3D

Dodge 6D

KNOWLEDGE 2D

Law enforcement 4D

MECHANICAL 1D

PERCEPTION 2D

Search 6D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Repulsor unit with 50-meter flight ceiling
- Holographic/audio recorder
- Internal comlink

Move: 20

Size: 1 meter diameter

Cost: 5,000 credits

Capsule: SIS surveillance droids are simple machines used by security forces to supplement manned patrols. They are little more than security cameras with a repulsorlift unit and a simple brain. They are too stupid to reason with or con; their job is merely to spot criminal activity and notify human officers.

K4 Security Droid

Type: Rim Securities K4 Security Droid

DEXTERITY 3D

Blaster 7D, dodge 8D, running 4D

KNOWLEDGE 1D

Law enforcement: Lemuir IV

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Two auto-balance arms
- Body armor (+2D to *Strength* to resist damage)
- Internal blaster rifle (5D, 5–30/100/200)

Move: 11

Size: 1.6 meters

Cost: 7,200 credits (new)

Capsule: Spaceport Security recently purchased several Rim Securities' K4 droids and augmented them with law enforcement SkillWare.



Talon Dunning

4. The Lake Aire Hostel. The Lake Aire is a shabby building near the spaceport. If the characters make a Moderate *persuasion* roll, the manager a thin, unkempt-looking man named Japhod Ngaric reveals, "Yeah, the tall man was here, but he went to meet a friend of mine." For fifty credits, he tells the characters that his friend is a commercial investigator named Frrflin. If they fail the *persuasion* test, the manager refuses to tell them anything, but he does say he'll pass their message along, if they set up some sort of contact procedure (such as revealing their comlink frequencies or arranging to be at public comm terminal). An extra hour

passes before the characters receive a message from the investigator, asking them to come to his office.

5. Frrflin's Office. The commercial investigator Frrflin is a Mrissti who tries very hard to seem tough, although like others of his species, he is much better at gaining and analyzing information than at any sort of combat. When asked about the smuggler, he says: "The tall man paid me good money for a secure hiding place. Why should I betray him to you?" If the characters are convincing enough (another Moderate *persuasion* test), for fifty credits Frrflin agrees to deliver a message to the smug-

Talking to the Law

If the characters are captured by Spaceport Security (either in Episode One, or while searching through the city for their mysterious contact) they are imprisoned and held for interrogation. As off-worlders, the characters are treated with great suspicion for several tense days, and are questioned closely and repeatedly about their reasons for coming to Lemuir IV (and for being in Docking Bay 10, and their involvement with the victim, and so on). Assuming they don't say anything stupid, however, the characters are eventually released.

Although the characters don't know it, once the authorities learn that these poor dupes were sent to the wrong docking bay, they no longer suspect the characters of any wrongdoing. Their story bears out, as the Spaceport Controller—Janna Pallask—has disappeared.

Now the authorities are most interested in finding her. They suspect that the violence in the docking bay must have been related to a power play between rival Houses (although they don't know which ones). They also know—from spaceport communication logs—that the controller spoke to the characters last, which is why they have been wanted for questioning. It doesn't take much talking to convince them that the characters' involvement was just a big mistake. Still, as they are released, the characters are sternly warned not to leave the planet until the matter has been resolved.

Alternatively, Janna Pallask and a number of House Pelagia loyalists can break the characters out of the local lockup. After a frantic chase, the characters are escorted to the Hungry Herglic diner and are in the process of discussing the unfortunate situation when Mecetti thugs arrive (in Episode Three). After the jailbreak, the characters are in debt to House Pelagia, a debt that Janna Pallask is likely to collect.

gler. Again, the group is instructed to return to their hotel to wait for a reply. If they try to follow Frrflin, proceed to Episode Three and make adjustments accordingly (but Frrflin is not easy to tail).

■ Frrflin

Type: Mrlssti commercial investigator

DEXTERITY 1D+2

Blaster 2D+2, dodge 3D+1

KNOWLEDGE 3D+2

Alien species 3D+2, bureaucracy 4D+1, business 4D, law enforcement 3D+2, streetwise 6D+2, willpower 4D

MECHANICAL 2D

Communications 2D+1

PERCEPTION 3D+1

Bargain 3D+2, con 4D, hide 4D+1, investigation 4D+1, persuasion 4D+2, search 4D, sneak 7D

STRENGTH 1D+2

TECHNICAL 2D+2

Computer programming/repair 3D, first aid 3D, security 3D+2

Character Points: 5

Move: 7

Equipment: Datapad, hold-out blaster (3D+2)

Capsule: Frrflin tries very hard to seem tough and savvy, but—like most other Mrlssti—is much better at gaining and analyzing information than at any sort of physical confrontation. Fortunately, this makes him a perfect go-between and message courier. Because he seems so harmless (even when he's trying to be threatening), clients know that they needn't worry for their safety around him. Still, it wouldn't pay to underestimate Frrflin; the Mrlssti has a keen mind and many dangerous associates he can call upon in times of need.

6. **The Hungry Herglic.** At their hotel, the

characters receive a comlink message from the smuggler contact they were originally supposed to meet: Trel Modetto (see page 16). A *Difficult persuasion* roll is required to convince him to meet with them. If this roll is successful, he agrees to a rendezvous inside a nearby diner—the Hungry Herglic—at the end of the hour. Otherwise, he tells the characters in no uncertain terms that they are on their own and he wants nothing more to do with them. If the characters manage to arrange the meeting, cut to Episode Three.

Episode Three

After the characters have spent at least six hours roaming the city, House Mecetti's thugs finally catch up with them and attack. There are two thugs for each of the characters. If the characters have made their way all the way to a meeting with the smuggler, then the thugs show up unexpectedly at the diner. (On the other hand, if the characters have been less lucky in their search, the thugs show up unexpectedly wherever the group may be at the time.)

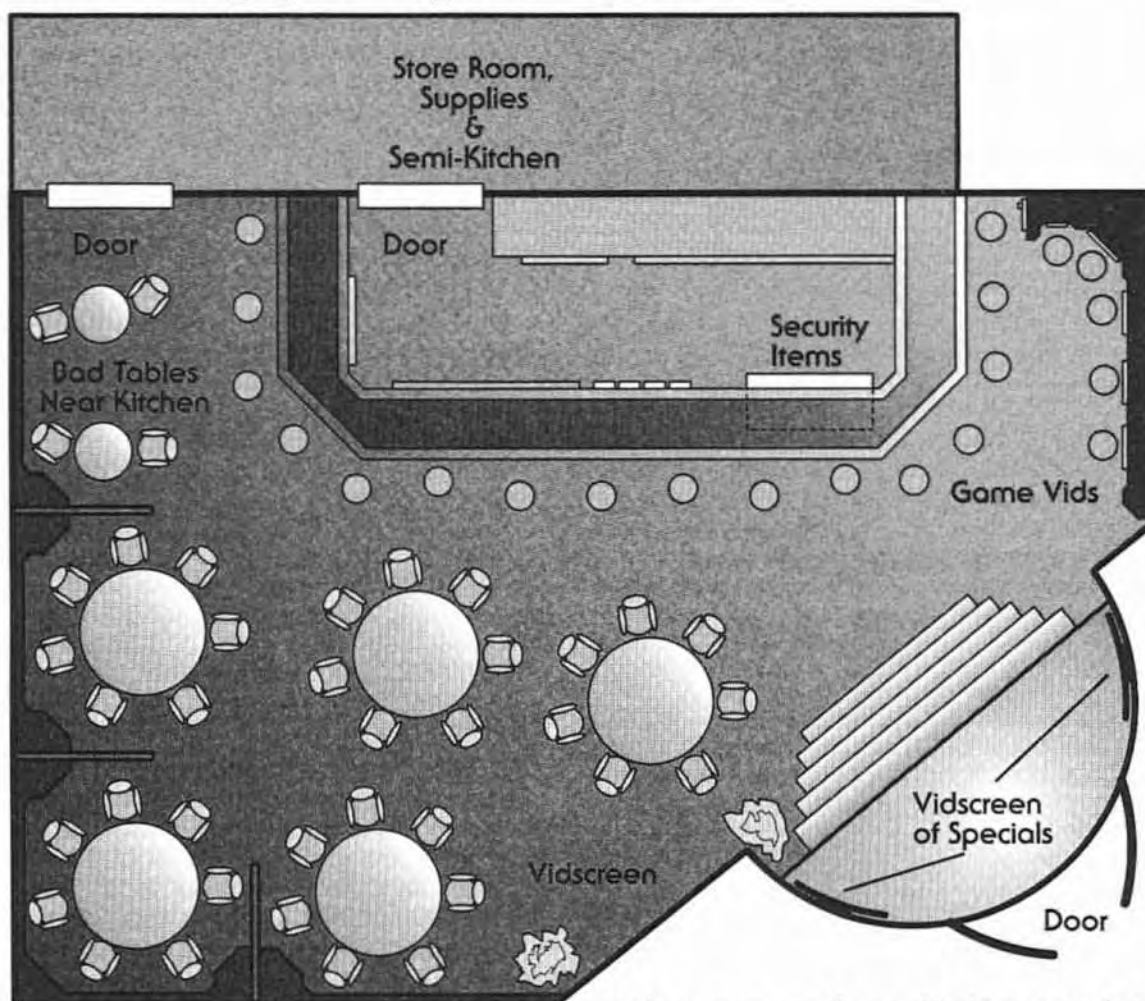
Read the following aloud (or modify it to suit the situation):

The Hungry Herglic looks pretty much like a thousand other diners on a thousand other worlds, all offering similar dishes and drinks, all sporting the same sort of decor. It is the kind of place that a traveler goes to in a strange town on an unfamiliar world in order



Marshall Andrews

The Hungry Herglic Diner



to not feel so alien and alone. It's a comfortable, harmless sort of place.

But just at the moment, it doesn't seem so comfortable. There's a tension, as if a storm is about to break.

Suddenly, a pack of rough-looking customers pushes through the door. They glance around, and their eyes stop at you.

House Mecetti thugs. *Dexterity 3D, blaster 4D+2, brawling parry 4D+2, dodge 4D, melee combat 4D+1, Knowledge 2D+2, intimidation 4D+2, streetwise 4D, Mechanical 2D+1, Perception 3D+1, hide 3D+2, search 4D+2, sneak 4D+2, Strength 4D, brawling 5D+1, stamina 5D, Technical 2D+2, demolitions 3D, first aid 3D, security 3D+1.* Move: 10. Character points: 5. Equipped with: Heavy blaster pistol (5D), 200 credits, falsified IDs.

There is no subtlety to this House Mecetti attack; the thugs simply show up and begin shooting. Anyone the characters may be talking with at the time is targeted first. Once any

such contacts are down, the thugs turn their attention to the characters themselves.

After a few rounds of combat—just long enough for the characters to begin feeling that things may be hopeless—Janna Pallask shows up with a handful of other House Pelagia agents.

Including Pallask, there is one agent for each player character, which evens the odds again against the House Mecetti thugs. The first indication of their arrival is blaster fire from outside the current battle zone. (If the characters are inside when the battle begins, this fire comes in through any doors and windows. If they are out in the street, the fire comes from a nearby rooftop or alley.) On the following round of combat, the agents themselves come into view, rushing the House Mecetti operatives from behind. Startled, the thugs retreat for the moment, long enough for Pallask to introduce herself and lead the characters to safety.

On a Moderate *Perception* roll—one per character—the characters recognize the voice of this woman as soon as she speaks.

"I'm Janna Pallask," she says. "I work for House Pelagia; so do these others." She gestures at the rest of the recent arrivals. "Forgive us for intruding, but could we all go talk somewhere in private for a while?"

Pallask is an intense, sincere, idealistic young woman. She makes an effective undercover agent, mainly because her faith in House Pelagia drives her to see it prevail against all odds. Still, her idealism prevents her from believing that the end ever justifies the means. Consequently, she feels some guilt for having drawn the heroes into this mess without their consent, and that makes her want to watch over them. Some might consider Pallask a bit naive.

Janna Pallask. *Dexterity 3D+1, blaster 4D, brawling parry 3D+2, dodge 6D, running 4D, Knowledge 3D+2, bureaucracy 4D, streetwise 5D+2, willpower 5D, Mechanical 2D+1, communications 3D+1, sensors 4D+2, Perception 3D+1, command 5D, hide 5D+2, investigation 6D, persuasion 4D+1, search 5D+2, sneak 6D, Strength 2D+1, brawling 3D+1, climbing/jumping 3D, Technical 3D, computer programming/repair 5D, first aid 3D+2, security 6D.* Character Points: 10. Move: 10. Equipped with: blaster pistol (4D), locket (with hidden encrypted comlink).

House Pelagia agents. *Dexterity 3D+1, blaster 5D, brawling parry 4D, dodge 4D+1, Knowledge 3D, streetwise 4D+2, willpower 4D, Mechanical 2D+2, Perception 3D+1, hide 4D+1, investigation 5D, persuasion 4D+2, search 5D, Strength 3D, brawling 4D+1, climbing/jumping 4D, Technical 2D+2, first aid 4D+1, security 4D.* Move: 10. Character points: 5. Equipped with: Blaster pistol (4D), falsified IDs, vibroblade (STR+1D), 100 credits.

If the characters seem at all hesitant about this idea, renewed blaster fire from the House Mecetti thugs ought to help convince them. If necessary, tell the players that their attackers seem to be gaining reinforcements from somewhere nearby. If they still hesitate, play the battle out for a few more rounds. The House Pelagia agents stay to help the characters, and before long, alarms and warning sirens from approaching Security vehicles can be heard in the distance. Hearing this, the House Mecetti thugs scatter.

"Now can we go talk?" Pallask asks.

Assuming the characters agree, the House Pelagia agents lead them through a series of back streets and alleys to an out-of-the-way basement apartment. There, they tend to the characters' wounds and any of their own, while Pallask explains why she sent the group to the wrong docking bay, and apologizes for the trouble this put them through. But she stresses the danger to her friend in the bay, and the apparent capacity of the characters to handle danger. If necessary, she dwells on this last a

bit, emphasizing just how capable they seemed to her at first view.

Once this point seems to have been made sufficiently, and the characters are beginning to feel sympathetic toward her, Pallask turns the conversation to the next problem to be solved.

She explains to the characters that their enemies are from House Mecetti, one of the two major noble dynasties in Tapani sector. She then confides in them that her friend—a deep-cover agent who used the alias "Coros Telari"—had acquired evidence that proved that House Mecetti engaged in anti-Imperial activities. He had gained this information during a mission to Mecetti's stronghold world, Obulette. Hoping to put the Imperials and House Mecetti at each others' throats, he smuggled the information here to the Lemuir system, and was just preparing to transfer it to her (for final delivery to her House Pelagia patrons) when the Mecetti assassins arrived.

Since the forces of House Mecetti are still actively searching for the file, Pallask reasons that it must still be hidden aboard "Telari's" vessel.

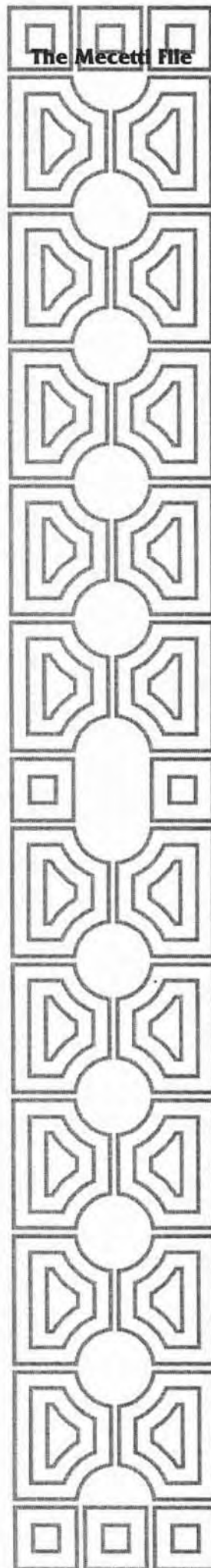
Read the following aloud:

"Look, the situation here is not perfect, but both of our problems will be solved if the datafile can be retrieved. If I get that information, House Pelagia will be able to bring Mecetti to its knees...and of course, we can also use our influence to clear your names and absolve you of all responsibility in this mess. What do you say?"

The problem is that the local Pelagia agents think more than enough trouble has been stirred up already over this file. They are all for just letting the matter blow over. The local authorities can't afford to keep the spaceport closed for long, so if everyone just lies low for a few days, things ought to loosen up enough for the Pelagia agents to smuggle the characters back off planet. Of course, in this case, they will be leaving empty-handed.

If the characters agree to help Pallask regain the file, on the other hand, she insists that House Pelagia will also owe them a considerable debt of thanks, which could serve them well in the future. It shouldn't take the characters long to realize that this contact could easily blossom into a very useful connection, either between House Pelagia and the Rebel Alliance, or just as a useful ally. And if that were to happen, the characters would return from their mission with far more than the one bacta shipment they had hoped to divert.

But first, the file has to be recovered, which means sneaking aboard the *Starseeker*, in Docking Bay 10.



Pre-Planning Pallask

One way of making sure that the characters feel friendly toward Janna Pallask is to plant her in your campaign before beginning this adventure. Pallask could be the Alliance's secret contact on Lemuir IV for some time before the characters head this direction. She might even be the person who matched up the Alliance with the smuggler the characters have come to see. If so, her dealings with the Alliance will most likely have been done in coded messages, to protect her anonymity. Secretly, while aiding the Alliance, she hopes to develop a link between the Rebels and House Pelagia. If you decide to have this be the case, when Pallask tells the characters that her friend in Docking Bay 10 needed help and she judged them capable of handling the situation, she is speaking from a bit of prior knowledge from the Alliance, and not just a spur-of-the-moment judgment.

If the characters elect not to help Pallask, she has one final card to play. In this case, read the following aloud:

"It's unfortunate that you don't want to help," Pallask says, her expression becoming decidedly cold and grim. **"You leave me with little choice."**

She gestures to one of her fellow agents, who hands her a small data slug and a reader. Activating the reader, she turns the display to face you. On the small screen is a recording—grainy, but still fairly clear—showing all of you in the process of attacking "Telari."

"I know that this recording is a fabrication. You know this recording is a fabrication. Unfortunately, the best slicers on Lemuir will be hard pressed to prove it is a forgery. If you don't agree to help, you are all going to prison...for a very, very long time."

Episode Four

After the characters agree to recover the Mecetti File, she leads them back to the station, and then by a secret route through maintenance tunnels back to the docking bay.

Read aloud:

Towards evening, Pallask leads you to a corner of the spaceport's perimeter power fence. Her hand seems to slip right through the ferrocrete, and then you realize there's a holoprojector here, hiding an access panel in the post itself. There's a sharp click, and a section of power fence disappears.

"Quick," she says, **"We've got ten seconds before the field resets."**

You follow Pallask through the gap and across the spaceport's outer fields to a perimeter power station, its top flashing red light into the night sky. She taps a code into the keypad beside its door, and the door opens, revealing a dark passageway slanting steeply downward. She steps inside, then waves for you to follow.

At first, Pallask warns the characters to let her lead the way, so that she can spot and disable any security sensors along the way. But before long, it becomes obvious that someone else has been here before them. All of the security sensors the group discovers have already been disabled, and a couple of maintenance droids have been shot to pieces. With a Moderate *Perception* roll (or if they think to check) the characters discover that the blaster burns are still warm—whoever it is can't be far ahead of them.

As they near the end of the maintenance tunnel leading to Bay 10, the group finds that the grate at its end has been opened, and the bay itself is dark. From the looks of a control panel near the tunnel's end, all power to Bay 10 has been cut, probably to make sure that all security systems are disabled. There is, however, a flickering light from inside the bay, and the sputtering sound of a laser torch cutting metal. It shouldn't take much imagination to realize that someone is inside the bay, trying to cut through the hull of the ship. It isn't anyone from House Pelagia, so that pretty much leaves the group to conclude that it must be House Mecetti thugs.

There are only three Mecetti thugs in the bay. They aren't expecting anyone to follow them through the maintenance tunnels, so while one of them operates the torch, the other two are busy watching the main door to the bay. Unless the characters are extremely stealthy, however, the pair notices their entry almost immediately. As the characters exit the maintenance tunnel, each must pass a Very Difficult *sneak* roll to avoid being spotted. If any of them fails, the two Mecetti thugs begin firing upon the group immediately, and the third joins them on the next round of combat.

If the characters are losing the fight, or if the fight is dragging on too long, Spaceport Security arrives, drawn by the sound of blaster fire. During the battle, Pallask can unlock the ship, slip inside and get the file, and the group can

leave the way it came before Security shows up. Even if the Mecetti thugs somehow manage to best the characters, they won't have time to finish breaking into the ship and find the file themselves before Security shows up. The agents have no choice but to flee, in that case, leaving the characters to point Security toward the file.

Still, this is all more a matter of bragging rights than anything else. In any case, the mis-

sion is accomplished. Either the characters escape with the file, to turn it over later, or they hand it to Security right here in the Bay. One way or the other, the mission is ended.

Spaceport Security. *Dexterity 3D+1, blaster 4D+1, brawling parry 4D+1, dodge 3D+2, Knowledge 3D, law enforcement 4D+1, Mechanical 2D+1, Perception 3D+1, investigation 4D, persuasion 3D+2, search 3D+2, Strength 3D+1, brawling 4D+2, Technical 2D+2, first aid 4D+1, security 3D+2. Move: 10. Character points: 5. Equipped with: Stun baton (STR+1D stun damage), blaster pistol (4D).*

Staging Tip

If the characters are making short work of the Mecetti thugs, the gamemaster can add to the opposition: Sir Tazur Pheron—a fiercely loyal Mecetti knight—arrives with reinforcements. Tazur, a formidable foe, has been tracking the characters to see if they uncover the missing datafile...or House Pelagia spies. Once assured that he's on the right track, Pheron and his forces—a dozen highly trained Mecetti loyalists—strike.

■ Sir Tazur Pheron

Type: Mecetti knight

DEXTERITY 3D

Blaster 7D, dodge 6D, melee combat 7D, melee parry 6D+1, thrown weapons 5D

KNOWLEDGE 3D+2

Alien species 5D, bureaucracy 6D, planetary systems 6D

MECHANICAL 2D+1

Beast riding 5D, repulsorlift operation 5D

PERCEPTION 4D

Command 5D, gambling 4D

STRENGTH 2D+2

TECHNICAL 2D+1

Force Points: 1

Character Points: 2

Move: 10

Equipment: Sword (STR+2D), hold-out blaster (3D+2), heavy blaster pistol (5D), encrypted comlink

Capsule: Tazur is the grand-nephew of High Lord Leobund, the leader of House Mecetti. He is a young, handsome nobleman who chafes at the dull routine of aristocratic life. Tazur loves danger and spends much of his time engaging in dangerous sports or duelling. His loyalty to his house is unshakable, so Tazur was the perfect choice to the dirty work on Lemuir IV.

House Mecetti operatives. *Dexterity 3D+2, blaster 5D, brawling parry 5D, dodge 4D+2, Knowledge 3D+2, Mechanical 2D+2, communications 5D, Perception 3D, sneak 5D, Strength 3D, brawling 6D, brawling martial arts 6D+2, Technical 2D. Character Points: 2. Move: 10. Equipped with: heavy blaster pistol (5D), knife (STR+1D), protective vest (+1D physical), comlink.*

Spawning a Campaign

Having established a nascent friendship (or at least a tentative alliance) with House Pelagia as a whole, and Janna Pallask in particular, the characters are prime candidates for future missions in Tapani sector.

If the characters are affiliated with the Rebel Alliance, a natural next step would be for them to escort an important Alliance diplomat to a clandestine meeting with House Pelagia. Other missions might be to divert other shipments of bacta or supplies into Alliance hands, or to scout out other worlds of the Tapani sector. Certainly, the characters are likely to be invited to Pelagon, the House Pelagia homeworld. Once they have observed firsthand the ruin of that world at Imperial hands, they are liable to be drawn deeper into House Pelagia's struggle to reclaim its former glory.

As another option, the Alliance might discover that there is important Jedi information to be gained in one of the world's ruined cities. Ferreting out those secrets while avoiding Imperial attention could be extremely challenging.

If the characters are smugglers, pirates, mercenaries (or indeed virtually any other type of character), Pallask may recruit them into her espionage cell. Perhaps Pallask assigns the characters to continue meddling in House Mecetti affairs; the characters would make excellent decoys, drawing Mecetti agents' attention away from Pallask's other operatives.

If the characters manage to save "Telari" he in turn may hire or convince the characters to assist him in his espionage activities.

■ Coros Telari

Type: House Pelagia troubleshooter

DEXTERITY 4D

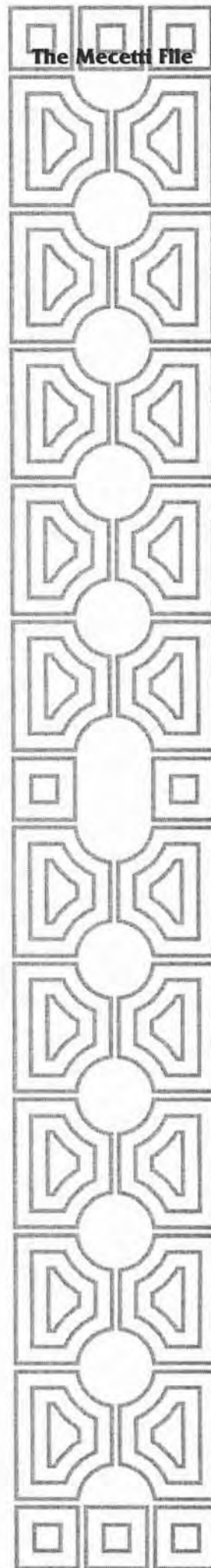
Blaster 5D, dodge 5D

KNOWLEDGE 2D+2

Alien species 4D+2, bureaucracy 8D, languages 5D+2, planetary systems: Tapani sector 6D, streetwise 8D, survival 3D+2

MECHANICAL 2D+2

Astrogration 4D+2, space transports 5D, starship gun-



nery 3D+2, starship shields 3D+2
PERCEPTION 3D
 Hide 6D, investigation 6D, sneak 6D
STRENGTH 3D+2
 Brawling 5D

TECHNICAL 2D
Character Points: 12
Move: 10

Equipment: ID card (with falsified identity, "Coros Telari, Merchant"), hold-out blaster (hidden in left boot), 500 credits

Capsule: "Telari" (whose real name is Pellas Agri) is a House Pelagia loyalist who has been a tremendously useful operative for many years. Agri's father was imprisoned unjustly on the orders of a House Mecetti nobleman; the elder Agri died in prison. Since he was a young boy, Pellas trained himself in the arts of stealth and secrecy, and has turned his skills against House Mecetti ever since.

Of course, House Mecetti—Sir Tazur Pheron in particular—is poised to cause trouble again if they ever discover the characters anywhere in the region; this enmity could also springboard into a campaign. Perhaps House Mecetti hires assassins or bounty hunters to capture or kill the characters. Or perhaps Mecetti's corporate interests prevent the characters from finding lucrative employment, forcing them to take drastic actions to remain solvent.

Rewards

Characters that survive the adventure should receive one Character Point. If the characters recovered the Mecetti File and delivered it to Janna Pallask should receive an additional Character Point. If the characters managed to make it through the adventure without being apprehended by—or attacking members of—Spaceport Security, award an additional two Character Points. If the characters manage to save Coros' life, they should be awarded an additional three Character Points.

Alternate Campaign Threads

The contact that the characters originally sought out is an outlaw tech/smuggler named Trel Modetto. Modetto failed to make the rendezvous with the characters because he is also wanted by agents of House Mecetti.

Modetto claims to know where a mysterious shadowport is located within the sector, and hopes to sell the information to the highest bidder. As the characters leave Lemuir IV, Modetto approaches them and tries to either sell them the port's coordinates or hire them as bodyguards. Of course, Modetto is a reckless, somewhat foolhardy individual, which makes it difficult for the characters to protect him.

Trel Modetto

Type: Outlaw tech/smuggler
DEXTERITY 2D
 Blaster 5D, brawling parry 5D, dodge 4D+2
KNOWLEDGE 3D+2

Business 5D+2, streetwise 6D, value 6D
MECHANICAL 3D+2

Astrogation 6D, space transports 5D
PERCEPTION 2D+1

Bargain 5D, con 5D+2, persuasion 6D
STRENGTH 2D+1

Brawling 4D+1

TECHNICAL 4D

Computer programming/repair 6D, droid programming 6D, droid repair 6D, ground vehicle repair 6D, repulsorlift repair 6D, space transports repair 6D, starship weapon repair 7D

Move: 10

Character Points: 4

Equipment: Work coveralls, datapad, diagnostic scanner, repair kit, laser cutter, heavy blaster pistol (5D), hold-out blaster (3D), 1,200 credits, light freighter (the *Eternal Hope*)

Capsule: Trel Modetto is a native of Tapani Sector, though he spent many years travelling throughout the Outer Rim Territories aboard a pirate vessel. Jumping ship, Modetto stole a small freighter—the *Eternal Hope*—and made his way home, selling his services as a smuggler, scout, outlaw tech, and freelance gunman. Along with the stolen vessel, Modetto stole the location of a key pirate shadowport from his former employers. At one point, the outlaw decided to sell the location to House Mecetti, but somehow managed to sour the deal.

Modetto is currently wanted by Imperial authorities, House Mecetti, the Void Demon pirate gang and several illegal moneylenders.

Adventure Two:

The Bacta Heist

Introduction

"The Bacta Heist" is designed for four to six Rebel characters. The characters need to capture a bacta transport and deliver its precious cargo to the Rebel Alliance. First, they need to steal the *Manta*-class starfighters necessary to capture the transport.

Note that, with some modification, this adventure can suit other types of characters. A group of bacta pirates, smugglers or privateers would clearly find the target vessel a worthy prize. With some additional modification, the bacta transport would make an excellent target for a team of Alliance SpecForce troops.

"The Bacta Heist" can place the characters in the middle of House intrigues, as well. Perhaps the target vessel is affiliated with a particular House (which finances the shipping company), and the characters are loyal to a faction or House that opposes them. The char-

acters can target the bacta transport to strike at a rival House.

As a final twist, perhaps the characters are loyal to the House that finances the bacta shipment. However, the group is ordered to seize the ship, posing as agents of their House's chief rival, implicating them in the heist.

Episode One

When the Rebel Alliance was routed from Echo Base, it was forced to abandon a large amount of vital supplies. The Alliance, now recovering from that setback, is suffering a severe bacta shortage. The call has gone out to Rebel operatives—as well as privateers, mercenaries and smugglers—to focus their efforts on obtaining bacta for the Alliance's pilots and soldiers (see the datapad on page 18).

The characters, situated on the bacta pipeline, are in an ideal position to "liberate" some

"The Bacta Heist" Quick-start Outline

- **Episode One.** The characters arrive at the Heatherdowns Hotel and Track on the planet Tallaan to meet a Rebel sympathizer, Hamar-Chaktak. Hamar is a Herglic merchant who offers to help them steal a bacta transport to embarrass the Empire and assist the Alliance. In reality, he intends to betray them and claim the insurance for the transport (which he owns).
- **Episode Two.** The characters infiltrate an orbiting repair depot at the Tallaan Shipyards in order to steal several *Manta* starfighters, which they will need for the hijacking.
- **Episode Three.** Using the *Mantas* and the coordinates provided by Hamar, the characters ambush the bacta transport. They cut through the hull to seize the transport from the inside.
- **Episode Four.** Hamar reveals his deception and betrays the characters. They now must defeat Hamar or lose the bacta...and quite probably their lives.
- **Cards Used:** 1, 2, 3, 8, 11, 16, 20, 28, 31

Staging Tips

"The Bacta Heist" is a good early adventure for a Tapani-based Rebel cell campaign. It introduces the players to Tallaan and the importance of the bacta trade to the sector. It can also provide the young cell with some important resources, including a bacta transport, several Mantas, and probably a few tons of bacta (which they will likely have to hand over to the Rebel High Command, possibly in exchange for additional supplies).

If you are using this adventure as part of a campaign, try to introduce Hamar to the characters before this adventure starts. He is the sort of Herglic who hedges his bets, and may well have performed some relatively safe services for the cell in the past (but nothing to suggest he owns a bacta shipping operation).

This adventure works well as a stand-alone classic-era *Star Wars* adventure as well. Locate the action near a bustling shipyard along a major trade route—Kuat, for example—set up Hamar as a local Rebel cell member, and the adventure is essentially ready to run.

FROM: ALLIANCE COMMAND
TO: ALL ALLIANCE PERSONNEL

ALLIANCE MILITARY UNITS ARE IN NEED OF BACTA FLUID. YOU ARE HEREBY REQUESTED AND REQUIRED TO ALLOCATE AS MANY OF YOUR RESOURCES AS POSSIBLE TO PROCURING BACTA FOR THE ALLIANCE OVER THE NEXT TWO MONTHS. CONTACT YOUR ALLIANCE HANDLER TO ARRANGE DELIVERY AND PARTIAL REIMBURSEMENT FOR EXPENSES.



MESSAGE ENDS

bacta for the Alliance. One of the cell's irregular and occasional sponsors—a Herglic merchant named Hamar-Chaktak—has a plan and some information which might net the group several metric tons of bacta (and some starfighters in the bargain). The characters are instructed to meet Hamar at the Heatherdowns Hotel on Tallaan to discuss the operation.

The trip to Tallaan is uneventful, as is the landing procedure. Getting directions to the Heatherdowns Hotel and Track is a simple matter of finding a street map, information droid or someone passing by. The hotel is a twenty-five story metallic structure that overlooks a five-kilometer oval track. The track is ringed with thousands of seats and bleachers. The center is filled with more gardens and

training facilities. When the characters arrive the stadium is packed with people—the very popular Cracian thumper races are underway.

Hamar's suite is located on the twenty-second floor. The suite consists of a sleeping chamber for himself and his assistant Valka, and a large entertainment area with a transparisteel wall overlooking the track. This tastefully decorated area is filled with oversized stuffed repulsor-couches, comfortable hover-chairs, and several greel wood tables.

A Day at the Races

When the characters arrive, Hamar heartily welcomes them, encouraging them to make themselves comfortable. He introduces himself and his "muscle," Valka, and makes small talk for a while. Suitable topics include their trip to Tallaan, past experience with the Alliance, and if they've ever been to a Cracian thumper race. He refuses to discuss business until after a meal.

Eventually, Hamar treats his guests to an elaborate banquet served by several hotel staffers. The cuisine is fantastic, though no intoxicants are present. As the meal nears its end, the sound of a distant siren signals that a new Cracian thumper race is about to start. Hamar goes over to the room's comlink and places 500 credits on Wishful Thinking, explaining to the characters that he always places a bet before an important business meeting—for luck. He asks them if they'd like to join him as he watches from the balcony. The characters are free to bet as well.

See the sidebar on page 19 for the competing thumpers and rules to simulate the race. Don't let the players see the skill codes for the thumpers and their mounts.

Hamar's Plan

Following the race, Hamar gets down to business, and tells them what they must do to capture a supply of bacta—intercept and hi-

Simulating a Cracian Thumper Race

ID Roll	Name	Creature's Skill	Rider's Skill	Odds
1	Wishful Thinking	4D	2D+2	5-2
2	My Princess	3D	3D	4-1
3	Fanciful Illusion	2D+1	4D+1	5-1
4	Last Gala	2D	2D	12-1
5	Triumph	3D	5D	5-4
6	Second Wind	3D+1	2D+1	7-1
7	Lady Avallia	1D+1	3D+1	10-1
8	Underbid	2D	4D	4-1

These are the Cracian thumpers racing in the next heat. Each thumper has a *racing* skill die code (under Creature's Skill). Each rider has a *beast riding* skill die code (under Rider's Skill). After all bets are placed, roll the Creature's die code and the Rider's die code and add these two results together to get a racing total. (The Wild Die is in effect for both rolls; a "1" indicates accident or injury.) The thumper with the highest total wins the race. The payoff is equal to the odds given on the thumper. For example, if the character placed 12 credits on thumper number 5 (5:4 odds) and won, the payoff would be 15 credits (for every 4 credits bet, they win 5).

jack a bacta transport en route to its hyperspace jump without harming its precious cargo. To pull this off, the characters must first go to the Tallaan Shipyards and steal a few *Manta*-class starfighters. Using the starfighter's unique magnetic docking capabilities, they can attack the transport and attach to its hull. Then, using zero-g suits, the characters can cut a hole through the transport's hull and capture the ship from inside. Finally, they must flee into hyperspace to transfer the bacta to the Alliance.

Hamar suggests that the best place to obtain Mantas is the Tallaan Shipyards Orbital Starfighter Repair Depot, both because its security is relatively light, and because he has managed to obtain a schematic of the complex (see the

diagram on page 21). Also on the map are coordinates for the orbital depot and a time. Hamar notes that the best time for the attack comes in two days, when its orbit carries it farthest from the docked Imperial Star Destroyer *Razor* (the additional distance might give the raiders the extra few minutes they need to skip the system with the Mantas).

When the characters are prepared to launch in their stolen Mantas, they signal one of Hamar's container ships present in the shipyards. The container ship begins to lumber away from the shipyards, passing the depot. Using the Mantas' magnetic clamps, the characters land on the passing container ship to piggyback into hyperspace to the rendezvous point.

Hamar's Deception

To all outward appearances, Hamar is an Alliance sympathizer (or a dissatisfied employee of a shipping company, or a fringe type interested in turning a quick credit; whatever suits the affiliations and attitudes of the characters). He feigns a hatred of the Empire, and has even performed a few services for the Rebellion in the past. While it is true that Hamar has no great love for the Empire, he doesn't care much for the Rebellion either. He plays both sides to suit him. At the moment, it suits him to sacrifice the characters in a scheme to collect insurance money on an old bacta transport he owns—the very vessel the characters are to attack (which explains how he knows its movements).

The plan is this: Thugs loyal to Hamar hide in one of the bacta modules. After the characters steal the transport, the thugs subdue them and turn the ship over to Hamar. Hamar took out a huge insurance policy on the bacta and the vessel, and plans to fake its destruction to collect the 200,000 credit payoff. Meanwhile, he sells the transport to a pirate band for another 75,000 credits. He intends to sell the bacta to the Alliance for another 25,000 credits, plus ransom off the Rebel operatives. The total take is over 300,000 credits, plus ransom possibilities. The greedy merchant is proud of this devious plan, and its only real flaw is the potential resourcefulness of the characters.

Once away, they can plan their strike on a bacta transport. Hamar claims to have access to the shipping manifests and schedule of a smaller independent bacta shipping company.

The characters may have their own ideas on how to seize the Mantas, or may decide they can take the bacta ship another way. In the former case, let them make their plans and then improvise to the point where they actually arrive on the repair depot. In the latter case, pick up the action with Episode Three.

Hamar-Chaktak

Type: Greedy Herglic merchant

DEXTERITY 2D

Blaster 3D, dodge 3D+1, pick pockets 4D+2

KNOWLEDGE 3D

Alien species 4D+1, bureaucracy 5D, business 7D+2, business: bacta 8D+2, cultures 4D+1, languages 5D+1, streetwise 4D+1, value 7D+2, value: Tapani sector 9D, willpower 5D, willpower: vs. gambling 6D+1

MECHANICAL 2D+1

Ground vehicle operation 4D+1, repulsorlift operation 4D, space transports 3D+2

PERCEPTION 3D+2

Bargain 7D+1, con 6D+1, forgery 4D+2, gambling 6D+1, gambling: Cracian thumper racing 7D+2, investigation 4D+1, persuasion 6D

STRENGTH 4D+1

Brawling 5D+2, lifting 6D, stamina 7D+1

TECHNICAL 2D+2

Security 3D

Special Abilities

Natural Armor: Thick blubber grants a +1D bonus to Strength to resist physical attacks.

Force Points: 1

Dark Side Points: 3

Character Points: 14

Move: 6

Equipment: Fancy clothes, several datapads, recording rod, hold-out blaster (3D+1), expensive chronometer, pocket computer, comlink, ornate wooden pipe

Capsule: Like many Herglics, Hamar-Chaktak is big and bulky, with pale white smooth skin. His massive frame is clad in lavish robes, accented by numerous expensive rings and earrings. His appearance is tasteful, if a bit overdone.

Hamar is a wealthy merchant based in the Freeworlds Region. He deals in numerous legitimate cargoes, including foodstuffs, ore, and even some bacta. But Hamar has had his share of illegal dealings. Among other activities, he has had a hand in smuggling and slaving.

Hamar has a booming deep voice that commands attention and respect. He cares very little for anything, save his personal wealth and reputation (though he can put on a good act). He has no problem with ruining other's lives for his personal gain. Hamar can resist the temptation to gamble better than most of his species. He's learned the hard way that the numbers are against making a profit at games of chance. But he has a weakness for Cracian thumper races. Often he can be found at the track, placing bets and rooting for his favorite of the day.

Valka. All stats are 2D except: *blaster 3D+2, brawling parry 4D+2, melee combat 6D, melee parry 4D, intimidation 6D, Mechanical 3D, repulsorlift operation 4D+2, space transports 5D, Perception 4D, bargain 4D+2, con 4D+2, Strength 4D+1, brawling 6D+2, lifting 7D, stamina 7D.* Natural Body Armor (+2D physical, +1D energy). Move: 6. Character Points: 6. Equipped with: Leather belt with pouches, datapads, medpac, vibro-glaive (STR+2D).

Episode Two

The Tallaani shipyards are a collection of aging metal spacedocks in a chaotic throng orbiting Tallaan. Repair vessels, starfighters, bulk freighters and numerous cargo barges weave between the glittering structures. Hamar's container ship is floating free in the yards. True to Hamar's word, the huge orbital repair depot is on the opposite side of the yards from the Star Destroyer *Razor*.

The shipyards are patrolled by squads of Imperial TIE fighters, plus Common Navy Z-95 Headhunters. A *Tapani*-class carrier is parked outside the repair depot—its complement of Mantas are in the depot undergoing overhauls and repairs.

Orbital Starfighter Repair Depot

Ventral Access Hatch

This oversized hatch is closed except when a cargo vessel is docked and unloading its cargo. The hatch is flanked by a pair of docking pylons to ease the transfer of cargo. This entrance is only used by supply ships to deliver starship components and equipment to the depot. These parts are held in deep storage until needed by repair crews.

Deep Storage

This huge area is dark and cool. It serves as a storage area for the entire depot. Starfighter components, computer systems, and even weapons are stored here. Four Common Navy Troopers stand vigil over the weapons storage areas at all times.

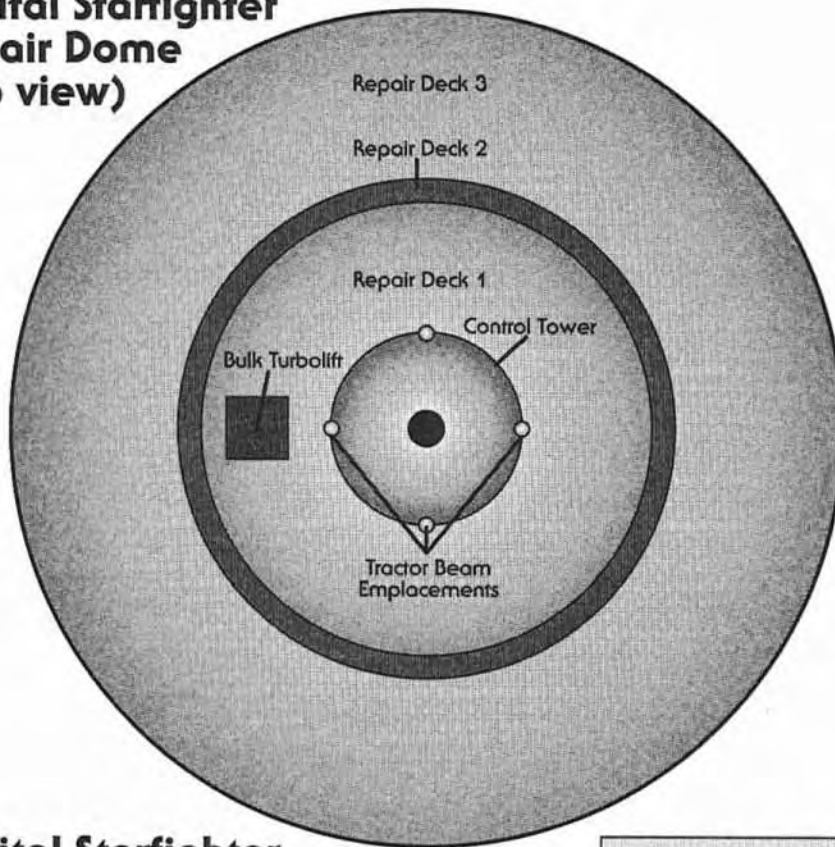
Bulk Turbolift

A massive 20-meter-square turbolift provides access from deep storage to Repair Deck 1. The controls of this turbolift are in the control tower.

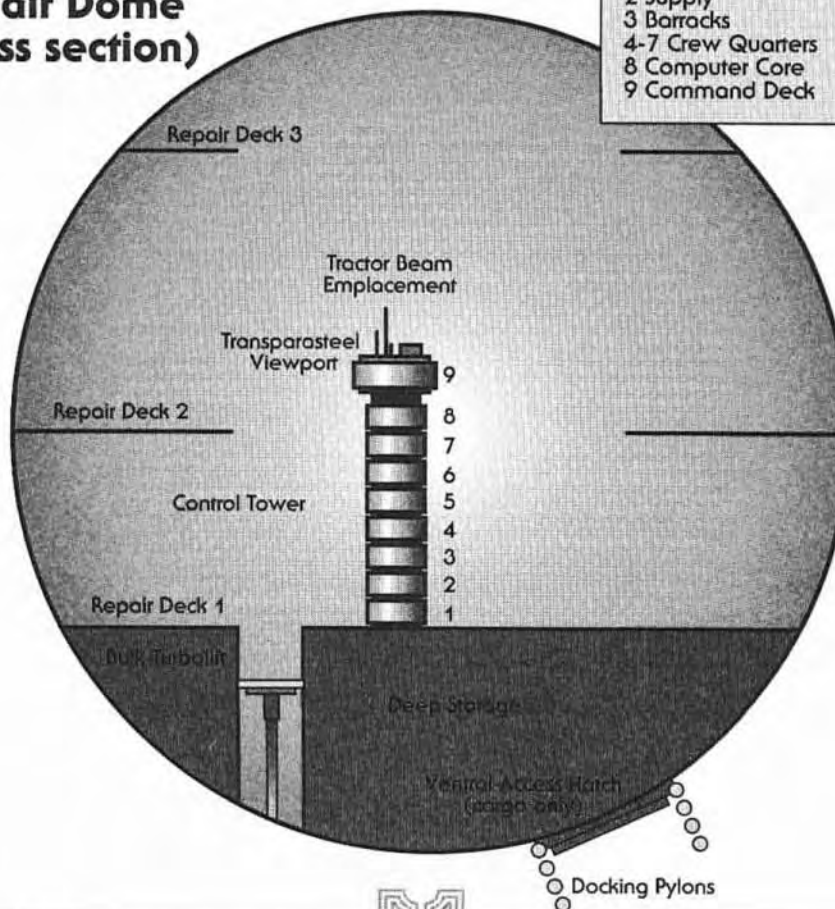
Repair Deck 1

This is the largest of all the repair decks and it constantly bustles with activity. Technicians scramble under and on top of starfighters of several designs. Meanwhile, maintenance and repair droids shamble around assisting where they can, often just avoiding being trampled.

Orbital Starfighter Repair Dome (top view)



Orbital Starfighter Repair Dome (cross section)



Staging Tip

If the gamemaster feels that the characters are having too easy a time of infiltrating the station, he or she can add a little more excitement to the scene.

As the group move through the station, they are discovered in the midst of committing an illegal act—slicing into the station computer, meddling with parked craft and so on—by Captain Brixus Aldine, a House Melantha guard captain. Aldine and several of his troops are currently onboard the station, waiting to transfer to a House Melantha starship which will transport them to Soterios. When he notices the characters tampering with the parked ships, he summons his soldiers—a cadre of bodyguards nicknamed the “Aldine Brigade”—and attempts to apprehend the group.

Captain Brixus Aldine

DEXTERITY 3D+2

Blaster 6D+2, brawling parry 6D+2, dodge 6D+2, melee combat 6D+2, melee parry 6D, thrown weapons: spinblades 7D

KNOWLEDGE 2D+1

Bureaucracy 5D+1, cultures: Tapani Expanse 6D, intimidation 6D, law enforcement 6D, streetwise 8D, tactics: squad tactics 7D, willpower 7D

MECHANICAL 2D

Astrogation 2D+2, beast riding 6D, communications 5D, jet pack operation 5D, sensors 6D, space transports 3D+2, starship gunnery 6D

PERCEPTION 3D

Bargain 3D+2, command 6D, command: Aldine's Brigade 10D, con 5D, investigation 6D, search 6D, sneak 5D+2

STRENGTH 4D

Brawling 6D, brawling: martial arts 7D, stamina 6D

TECHNICAL 3D

Armor repair 6D, computer programming/repair 6D, demolitions 6D, first aid 6D

Force Points: 2

Character Points: 12

Move: 10

Equipment: Battle armor (+2D physical, +1D energy, -1D *Dexterity*), blaster rifle (5D), heavy blaster pistol (5D), sword (STR+1D), spinblades (see below), 1,200 credits, comlink, datapad

Capsule: Captain Brixus Aldine's family has long served House Melantha and he is a staunch supporter of the nobles he protects. He has seen combat in several little-known border conflicts and is a cunning and merciless enemy.

Spinblade

Model: Vrakolian spinblade

Type: Thrown edged blade

Skill: Thrown weapons: spinblade

Cost: 10 each

Availability: 3, R

Fire Rate: 2 per round

Range: 2-5/10/20

Damage: 3D

Game Notes: Skilled throwers can make a spinblade curve in flight, allowing them to hit targets under cover. This can only be done at medium or long range. Up to two spinblades may be cast at once from each hand, but they must be thrown at the same target.

Capsule: Vrakolian spinblades are small razor-edged wheels, like tiny buzzsaws. The thick-skinned Vrakolians use them in a harmless game of skill, but other species have adopted them as deadly weapons. When thrown they make a high-pitched whistling sound.

Aldine Brigade soldiers. *Dexterity 3D+2, blaster 5D, brawling parry 5D, dodge 5D, melee combat 5D, melee parry 4D, Knowledge 2D+2, Mechanical 2D+2, Perception 2D, search 5D, sneak 5D+2, Strength 4D, brawling 6D, Technical 3D, first aid 4D.* Move: 10. Character Points: 4. Equipped with: heavy blaster pistol (5D), blaster rifle (5D), House Guard armor and helmet (+2D physical, +1D energy, -1D *Dexterity*), comlink, datapad, bacta geltab, medpac.

Four Common Navy Troopers pick their way through the chaotic array to keep an eye on things.

Currently, this deck holds twenty-two Mantas, six Y-wing fighters and thirteen Z-95 Headhunters. A pair of shuttles are also present, all in various stages of repair.

Typical Technician. All stats are 2D except: *repulsorlift operation 3D, sensors 3D, computer programming/repair 4D+1, repulsorlift repair 4D+2, space transports repair 3D+1, starfighter repair 5D, starship weapon repair 4D+1.* Move 10. Several datapads, jumpsuit, starship repair toolkit (adds +1D to all repair rolls).

Crew and Ships of the Repair Depot

There are a total of six Imperial stormtroopers, sixteen Common Navy troopers, thirty-four Manta starfighters, sixteen Y-wings, twenty-seven Z-95 Headhunters, and three shuttles present at the repair depot.

Imperial Stormtroopers. All stats are 2D except: blaster 4D, brawling parry 4D, dodge 4D, brawling 3D. Move 10. Stormtrooper armor (+2D physical, +1D energy, -1D to *Dexterity* and related skills), blaster rifle (5D), blaster (4D).

Common Navy Troopers. All stats are 2D except: *blaster* 3D+1, *brawling parry* 3D+2, *dodge* 3D, *brawling* 3D+1. Move 10. Blast vest (+1D physical, +1 energy), blaster (4D), comlink.

Manta-class Starfighters. Starfighter, *starfighter piloting* 5D, *starship gunnery* 4D+2, maneuverability 2D (3D+1 in attack formation), space 12 (8 in attack formation), hull 2D+1, shields 2D+1. Weapons: Two fire-linked light ion cannons (fire control 2D, damage 3D), two fire-linked medium laser cannons (fire control 2D, damage 4D+1), two fire-linked heavy laser cannons (only in attack formation) (fire control 2D+2, damage 6D).

Z-95 Headhunters. Starfighter, *starfighter piloting* 4D+2, *starship gunnery* 4D+2. Maneuverability 1D, space 7, hull 4D, shields 1D. Weapons: Two fire-linked triple blasters (fire control 1D, damage 3D), concussion missiles (fire control 1D, damage 7D).

Y-wing Starfighters. Starfighter, *starfighter piloting* 4D+1, *starship gunnery* 5D+2. Maneuverability 2D, space 7, hull 4D, shields 1D+2. Weapons: Two fire-linked laser cannons (fire control 2D, damage 5D), Two proton torpedo launchers (fire control 2D, damage 9D), Two light ion cannons (fire control 3D, damage 4D).

Shuttles. Starfighter, space transports 4D. Maneuverability 1D, space 5, hull 2D.

Repair Deck 2

This deck is less busy than Repair Deck 1, but technicians and droids still comb the area, repairing all manner of starfighters. A pair of Common Navy Troopers are stationed here to keep an eye on things.

Currently, this deck holds twelve Mantas, two Y-wings and eight Z-95 Headhunters.

Repair Deck 3

This deck is similar to Repair Deck 2. It is positioned nearest the dorsal access hatch and is also patrolled by a pair of Common Navy Troopers.

Currently, eight Y-wing starfighters, six Z-95 Headhunters, a shuttle, and several communications and weather satellites are undergoing repair and maintenance.

Dorsal Access Hatch

This access hatch, nearly 40 meters across, is used by entering and exiting craft. On entering the depot, the control tower assumes con-

trol of the ship via one of nine tractor beam emplacements to guide it to its landing destination. The hatch is usually open, but a low level force field keeps the vacuum of space safely beyond the depot. In case of an emergency, a pair of retractable blast doors can be activated to seal the depot, although it takes several rounds for them to close.

Control Tower

A 120-meter-high control tower occupies the center of repair deck 1. The tower's interior is composed of nine separate levels, serviced by a pair of turbolifts. See the map on page 21 for a key to levels One through Eight.

Level Nine is the circular command center, the nerve center of the repair depot. The interior is riddled with computer terminals and is staffed by 42 frantic individuals. Here they coordinate repair schedules, prepare shipping manifests for parts, perform traffic control, etc. From this location, the command center has control of all depot functions, including

1D roll	State of Repair	Die Code Adjustment
1	Fully functional	None
2	Compensator is off-line	-1D to maneuverability
3	Superficial hull damage	-1D to hull
4	Thrusters disassembled	-4 to speed value
5	Shield generators blown	No shields
6	Targeting systems disassembled	No fire control

lighting, heating/cooling, turbolift operation, access hatch operation, and tractor beam operation.

The control tower is equipped with nine tractor beam emplacement units. One is placed on a rod on top of the command center, and one each at a compass point at the command center's midsection, and four more on the tower's base at alternating heights. These units are used to move heavy starfighter parts and even the ships themselves, so that the technicians needn't rely on a pilot. In an emergency, the tractor beams can also be used to detain fleeing ships.

Tractor Beam Projectors (fire separately). Capital, capital ship gunnery, 50–100/150/200, fire control 1D, damage 1D+1.

Stealing the *Mantas*

As the characters approach the repair depot, they are hailed by its control tower. A bored, monotone voice asks their destination and cargo. Unless the characters come up with a plausible story, they need to make a Moderate *con* roll to gain landing clearance. This difficulty can be modified depending on the believability of the characters' story.

The depot derives a suitable income from servicing outside contracts. If the characters feign engine problems and can prove they have ample (several thousand) credits, they can land and put in for repairs.

Getting to the *Mantas*

Gaining access to the areas where *Mantas* are stored is not a difficult procedure, but unless the characters take certain precautions, they could call unwanted attention to themselves. Armed with proper dress and a cover story, they can avoid a lot of questions. The repair docks teem with technicians composed of several species, plus numerous droids, so non-human characters blend in fine.

To get near the starfighters, characters could *con* or *persuade* the personnel. Technicians can be conned with an Easy *con* roll or persuaded with a Moderate *persuasion* roll. These technicians are low-paid hard-working individuals susceptible to a bribe. An offer of at least 25 credits can get most technicians to look the other way. Maintenance droids are programmed to follow orders from just about anyone.

The Common Navy Troopers, if not responding to an emergency, can be *conned* or *persuaded* with a Moderate roll. The stormtroopers tend to take their responsibilities seriously and can only be *conned* or *persuaded* with a Difficult roll. Neither security force can be bribed.

The thirty-four *Mantas* present in the repair depot are undergoing routine maintenance, and are in various stages of repair. Some are completely functional, others have superficial damage, while some have complete systems off-line. If a character takes several minutes, an



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Easy *starfighter repair* or Moderate *Technical* roll can determine the status of a given ship. Roll on the table below to determine a ship's state of repair. If the characters just pick a few ships and steal them, roll randomly on the table to determine the condition of the ships they select.

Escaping with the Mantas

Fleeing the repair depot with the Mantas is a multistep process. For ease of play, it is broken down below. However, most of these notes might not apply, depending on the characters' plan and execution. For example, it is quite possible they sneak on board the *Tapani*-class carrier, steal pilot uniforms, fake manifests to transfer the fighters back to the carrier, and attempt to waltz off with the control tower's help.

Just before the characters are ready, they should contact Hamar's container ship to head out of the shipyards. They have only several minutes to dock with the container ship before it enters hyperspace.

Dealing with the Tractor Beams

At first sign of starfighters being stolen, the control tower attempts to lock onto them with a tractor beam. The command personnel have a *starship gunnery* skill of 3D. If possible, several tractor beams can have a cumulative effect on a target.

Crafty characters can disarm these projectors before they make a break for it. Or, during the break out, they can attempt to destroy the emplacements with blaster or starfighter fire. If this is the case, assume a Difficult *blaster* or *starship gunnery* roll is needed to hit. The emplacement has a *Strength* die code of 4D (character scale).

Staging Tip

If the characters are having problems deactivating the tractor beams, the following option may be used:

One of the base technicians, Regul Staganac, is a Rebel Alliance operative (or may be bribed, or shares an allegiance with the characters). If the characters agree to help him perform some sort of task at a later date, he will help them escape the base by deactivating the tractor beams.

Out the Door

As the characters raise ship, a mechanic hops into a convenient Y-wing, powers up the weapons systems, and fires. He has a *starship gunnery* skill of 3D. He is using the laser cannons, but the targeting system is not on-line, so he doesn't receive the 2D fire control.

It normally takes an Easy *starfighter piloting* roll to maneuver out of the dorsal access hatch. Failure results in 2D hull damage. At the first sign of the characters heading for the hatch, the control tower attempts to close the retractable blast doors (unless the characters tampered with the controls). It takes seven rounds for them to close, and as more time goes by, it becomes harder to slip through. Consult the chart below.

Round	Difficulty (<i>starfighter piloting</i>)
1	Easy
2-3	Moderate
4-5	Difficult
6	Very Difficult
7	Heroic

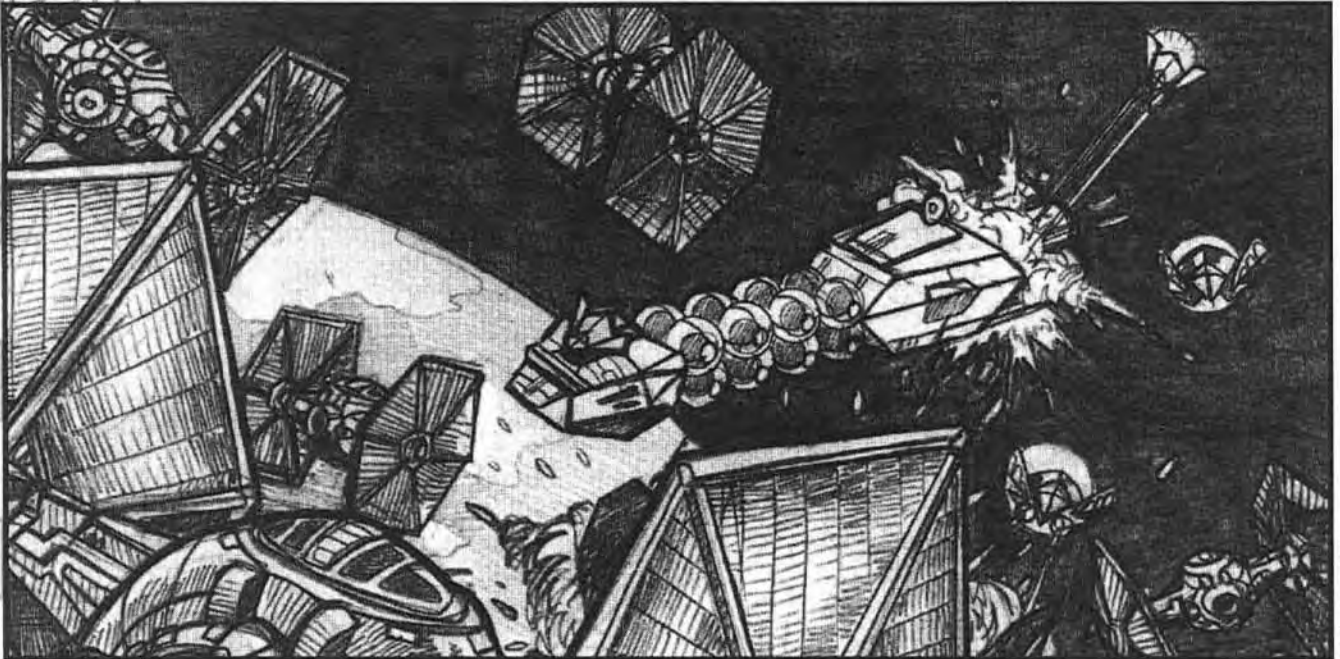
Through the Tallaan Shipyards

By the time the characters exit the repair depot, the control tower has called for backup. The Common Navy Troopers send four Z-95 Headhunters, which pick up pursuit at long range. In the far distance, the silhouettes of TIE fighters can be seen launching from the *Razor's* hangar bays. Unless the characters are delayed, the TIEs won't be a factor during the escape.

The Z-95s close and attempt to take out the characters using their triple laser cannons. The first round or two are spent at full throttle attempting to close the distance with their targets. Keep in mind that the characters' own ship could intervene here. To complicate matters, the shipyard is choked with traffic—from huge docked ships to light service vessels and shuttles. Moderate *starfighter piloting* or *space transports* rolls could be necessary to avoid collisions.

Latching onto Hamar's Ship

The final step in the escape involves docking with Hamar's container ship and escaping into hyperspace. The actual docking requires a Moderate *starfighter piloting* roll if the target ship is moving slowly. This difficulty increases to Difficult if the attempt is made during combat. Failure results in 1D+2 damage to the starfighter, 2D+1 damage to the cargo ship, and an unsuccessful docking.



Talon Dunning

Hamar's Container Ship

Craft: *Eliatl-class Cargo Barge*
Type: Container ship
Scale: Capital
Length: 100 meters
Skill: Capital ship piloting: container ship
Crew: 5
Crew Skill: Capital ship piloting 6D
Passengers: 5
Cargo Capacity: 300 metric tons
Consumables: 3 months
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D
Shields: 1D
Sensors:
 Passive: 0/1D
 Scan: 20/1D+2
 Search: 30/2D
 Focus: 40/3D

Once the Mantas are attached to the cargo ship, the cargo ship is ready for hyperspace. One of the Mantas could land on a light freighter, if the characters have one. However, a light freighter piggybacking a Manta suffers a -1D penalty to her maneuverability. An Easy *astro-gation* roll is needed to flee the Tallaan Shipyards to rendezvous with Hamar (if any of the characters are piloting their own ships).

Episode Three

After the characters arrive at the rendezvous, Hamar invites them to land in his corvette, the *Crusader*, and join him for a briefing. Hamar's techs get to work repairing any of the Mantas that need further servicing. Meanwhile,

Hamar meets with the characters to explain his plan of attack on the target bacta transport.

Using Lamuir VII's moon for cover, the characters attack the transport with the Mantas. The transport is escorted by six TIE fighters. After dealing with the TIEs, they land the Mantas behind the cockpit but in front of the bacta holding modules. Using plasma cutters, the characters are to enter the transport, subdue any guards, and take control of the vessel before escaping to hyperspace and another rendezvous with Hamar.

Preparations

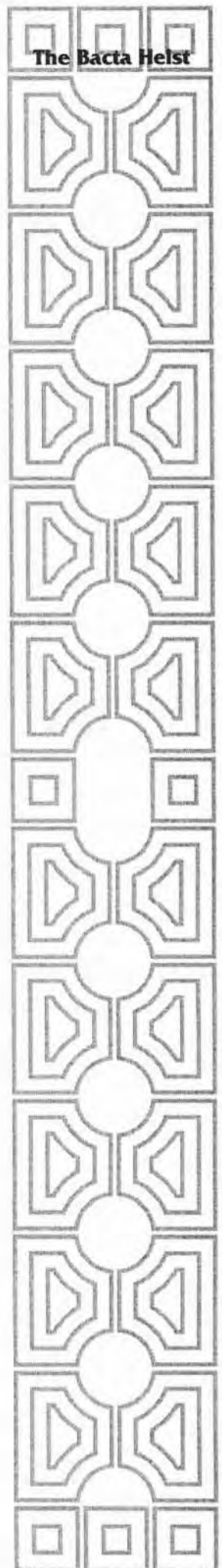
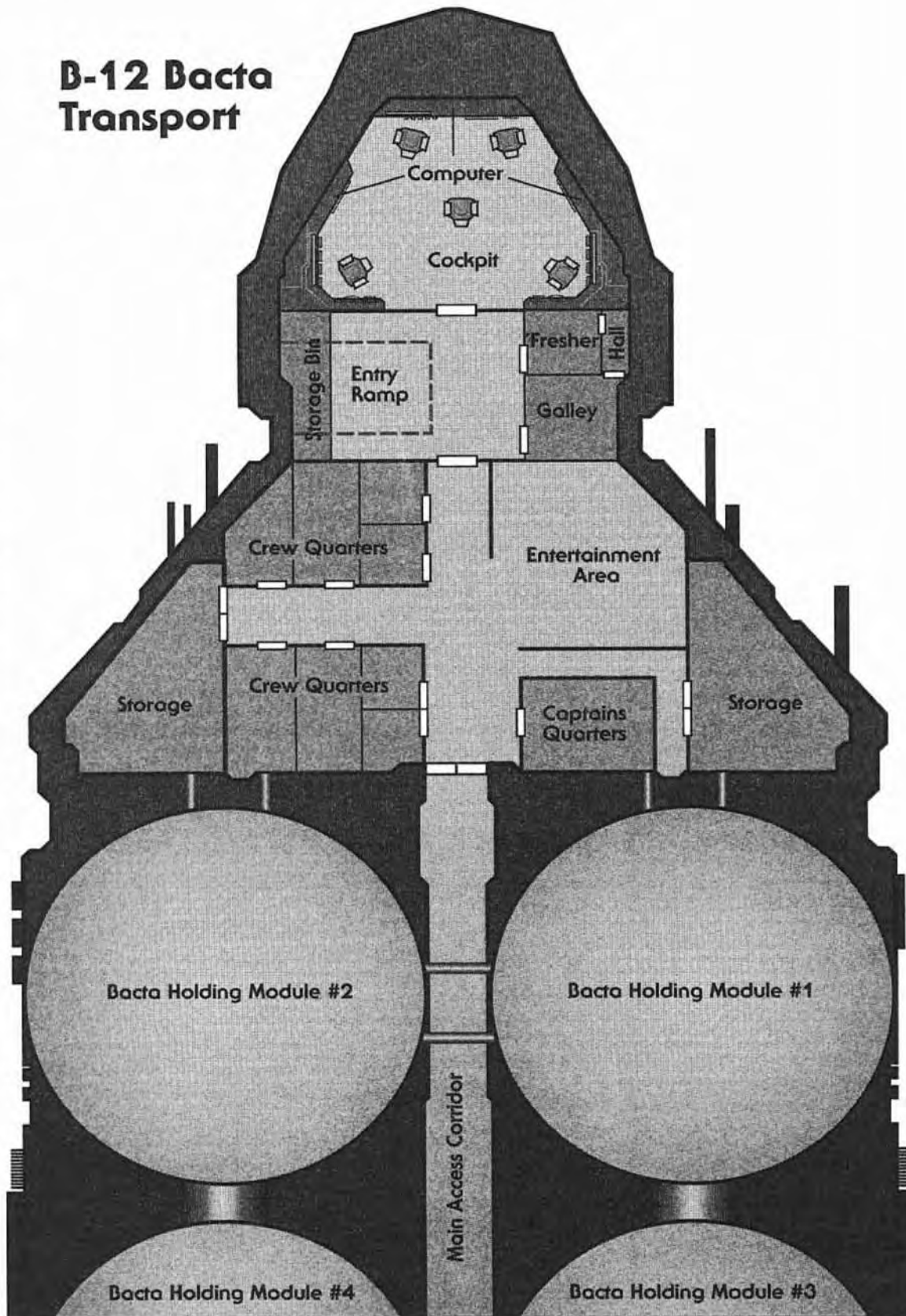
Before the characters depart, they have an opportunity to repair any damage to their own ship. As Hamar mentioned, his tech staff has seen to repairs on the Mantas. In addition, Hamar loans the following equipment to the characters:

- 6 vacuum suits
- 6 breath masks
- 3 plasma cutters
- 6 blaster power packs (however, they have been slightly drained in a deliberate act of sabotage; the power cells only store two shots each)
- 3 medpacs

The Battle for the Bacta

The transport plus its escort of six TIEs is right on schedule about two hours after the characters arrive at the attack site. When the characters make themselves visible to their quarry, the TIEs peel off and engage the characters.

B-12 Bacta Transport



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Imperial TIE/ln fighters. Starfighter, *starfighter piloting* 4D+1, *starship gunnery* 4D. Maneuverability 2D, space 10, hull 2D, shields none. Weapons: 2 fire-linked laser cannons (fire control 2D, damage 5D).

Meanwhile, the transport makes a run for its jump point. The battle begins at long range, and the TIEs do everything, including sacrificing themselves, to save the transport. Unless transmissions are somehow jammed, the TIEs and the transport send a distress call.

Theta-2Y

Craft: Modified KDY B-12 bacta transport
Type: Bacta transport ship
Scale: Capital
Length: 238 meters
Skill: Capital ship piloting: B-12 transport
Crew: 26, skeleton: 4/-10
Crew Skill: Astrogation 4D+2, capital ship piloting 4D, capital ship shields 3D+2, sensors 4D, starship gunnery 4D+2
Passengers: 6
Cargo Capacity: 600,000 metric tons
Consumables: 1 year
Cost: 1.2 million credits
Hyperdrive Multiplier: x2
Hyperdrive Backup: x10
Nav Computer: Yes
Maneuverability: 1D
Space: 5
Hull: 3D
Shields: 2D
Sensors:
Passive: 40/0D
Scan: 80/1D
Search: 120/2D
Focus: 3/3D
Weapons:
Concealed laser cannon
Fire Arc: Turret
Crew: 1
Scale: Starfighter
Skill: Starship gunnery
Fire Control: 1D
Space Range: 100–300/450/1 km
Damage: 4D

Docking with the Transport

Due to the transport's slow speed and low maneuverability, it only requires a Moderate *starfighter piloting* roll to land a Manta on its hull. A failed roll indicates the Manta has landed on a different part of the transport (such as a bacta module), and suffers 1D hull damage. The difficulty is increased to Very Difficult if docking is attempted while the TIE fighters are attacking.

The characters should be warned about firing on the transport in an effort to slow it down. The bacta modules are relatively unprotected, and an errant shot could send millions of liters of bacta into space. Called shots targeting only the transport's engines require a Very Difficult *starship gunnery* roll. If one of the players rolls a "1"

on the Wild Die, the shot goes wild, and may damage the bacta tanks at your discretion.

After clamping on to the sides of the transport, it takes the Manta two rounds to deploy its docking tube and acclimate it to an adequate atmosphere. Using a plasma cutter requires a Moderate *Technical* roll. Success indicates it takes three rounds to cut through the hull, while failure results in six rounds of cutting. When the characters penetrate the interior of the transport, extrapolate their position on the map on page 27.

Bacta Transport Key

Cockpit. The door leading to the cockpit is locked (Moderate *security* roll needed to open). Inside, five human crew members pilot the vessel in a frantic attempt to escape into hyperspace. The characters should be on a time limit to reach this location and take control of the ship. Otherwise, it enters hyperspace in route to Tallaan. The exact time limit is up to you, but it should be a fast-paced chaotic struggle, as the characters run into heavy opposition.

The twenty-six crew members are all employees of Cargo Consolidated, Inc. They are easily intimidated, and are by no means seasoned warriors. They do have blasters stored in an overhead bin, and could use them should the need arise. However, an Easy *intimidation* or *command* roll is enough to get them to surrender. While they have the advantage of numbers, the crewers all share a common attitude: no salary is worth dying for.

Human crew members. All stats 2D except: *dodge* 2D+1, *Mechanical* 3D+1, *astrogation* 4D+1, *sensors* 4D, *space transports* 5D, *starship shields* 4D, *Perception* 1D, *Technical* 1D+2, *computer programming/repair* 3D+2, *space transports repair* 2D+2. Move 10. Blaster (4D), flight suits.

Accessing the ship's computer terminals can reveal the following information. An Easy *computer programming/repair* roll reveals the flight plan: MrIsst, Lamuir VII, Tallaan, Aleron, Achillea and then to the Core. A Moderate *computer programming/repair* roll reveals the transport to be owned by Cargo Consolidated, Inc. Another Moderate roll reveals that the owner of CCI is Hamar! This information can also be coerced out of the crew with Easy *intimidation* or Moderate *command* rolls.

Entertainment Area. A Very Difficult *Perception* roll or another Moderate *computer programming/repair* roll reveals the presence of a concealed retractable belly-mounted laser cannon. Hamar believes in arming his ships to prevent pirate attacks. Since Hamar wanted this attack to succeed, he did not inform the

Staging Tip

The characters, even with their ship and the transport, don't stand a chance against the frigate. Another *Easy sensors* roll reveals more backup is on its way. Be careful not to overwhelm the players here. Just prolong the battle until the characters can flee to hyperspace. If the situation turns grim, Hamar can show up in his corvette, the *Crusader*, to bail the characters out. See Episode Four for the *Crusader's* stats.

crew of the cannon, but the characters might find it useful later on.

Crew Quarters. These are standard chambers used by the transport's crew, and any passengers. Each consists of several simple uncomfortable beds, plus storage lockers built into the walls. The chambers marked with a "*" are currently used by mercenaries; a total of six mercs have been hired to protect the transport. These rooms are untidy and reek of spice liquor. The center chamber contains a metallic box, shoved under the bed. It is locked, requiring a *Difficult security* roll to open. It contains three 22-year-old bottles of spice liquor (value 50 credits each), a credstick (3,000 credits), and a datapad. The datapad details an agreement between the mercenaries—Terkle's Terrors—and CCI to guard the vessel for 3,000 credits.

Hamar's Mercenaries

Type: Professional mercs

DEXTERITY 3D+1

Blaster 3D+2, brawling parry 2D+2, dodge 3D, grenade 5D, melee combat 3D+1, melee parry 4D

KNOWLEDGE 2D+1

Business 3D+1, streetwise 6D, survival 6D

MECHANICAL 2D+1

Beast riding 5D, jet pack operation 4D, repulsorlift operation 5D

PERCEPTION 4D

Hide 4D+2, search 5D, sneak 5D

STRENGTH 3D+2

Brawling 4D, brawling: martial arts 5D

TECHNICAL 2D+1

Demolitions 5D, first aid 4D+1

Move: 10

Character Points: 4

Equipment: Blast vest (+1D physical, +1 energy), heavy blaster pistol (5D), vibroknife (STR+1D)

These mercenaries are typically located in the entertainment area gambling and tossing vibroknives into a makeshift target. When resting, they are found here in the crew quarters, half of the time drunk. When the characters penetrate the hull, these six move into defensive positions and open fire with their blasters. If three or more are felled, the remainder surrender.

Main Access Corridor. The blast door to this corridor is locked with an advanced mechanism. It requires a *Difficult security* roll to override the system. One of the crewmembers has the combination memorized, if the characters can extract the information from him. The corridor beyond is an access corridor leading to the engine cluster. Along the corridor are computer terminals monitoring the bacta modules.

Accessing the computer terminals with an *Easy computer programming/repair* roll reveals the bacta in holding modules One through Sixteen appear to be in a safe condition, unless they were damaged in the battle. However, Holding Module Two appears to be empty. As a matter of fact, another *Moderate computer programming/repair* roll reveals that the module contains a breathable atmosphere!

Bacta Holding Module Number Two. An *Easy search* roll in the main access corridor reveals a service hatch to this (and the other) bacta modules. This module has been converted to maintain a breathable atmosphere. Inside the module are Valka and twenty thugs in the service of Hamar. See Episode Four (page 30) for the thugs' actions.

Thugs. All stats are 2D except: *blaster* 4D, *dodge* 3D, *brawling parry* 2D+2, *Strength* 3D, *brawling* 4D, *Technical* 1D. *Move* 10. *Blaster* (4D), comlink, stun grenade (5D stun damage), binders.

Trouble Arrives

When things are at their most tense, the Freeworlds cavalry arrives. As the assault on the transport began, the convoy broadcast a distress call back to Lamuir IV. Lamuir IV planetary law enforcement dispatches a *Tapani*-class assault frigate to give assistance. A *Moderate sensors* roll (if the characters gain access

Staging Tip: Getting Captured

The gamemaster has his hands full if the characters succumb to the thugs' stun attacks. They can attempt to escape, but many obstacles lie in their path. It requires a *Very Difficult Strength* roll to escape the binders. Then, *Moderate* and *Difficult computer programming/repair* rolls are needed to short the electronic hatch providing access to the corridor. A *Difficult security* roll is needed to override the blast door. Then all the characters need to do is overpower the remaining thugs without any weapons!



Marshall Andrews

to the cockpit) reveals the frigate's approach vector. If the characters react quickly enough, they can plot a hyperspace route with a Moderate *astrogation* roll and escape.

As the frigate closes, it demands the characters power down the transport's engines and prepare for boarding. If the characters resist (remember, their ship should be nearby), the frigate opens fire with ion cannons in an attempt to disable the characters' ship and the transport.

Tapani-class Assault Frigate. Capital, *capital ship gunnery* 4D, *capital ship piloting* 5D, *capital ship shields* 3D+1, *sensors* 3D+1. Maneuverability 1D+1, space 5, hull 4D, shields 2D+2. Weapons: 20 laser cannons (fire control 3D, damage 3D+1), 15 turbolaser batteries (fire control 2D, damage 4D), 6 quad turbolaser batteries (fire control 3D, damage 5D+2).

Episode Four

Proceed into this episode without delay. Just when the characters think they've succeeded, spring the following ambush on them.

The Attack From Within

Just as the bacta transport eases out of hyperspace to rendezvous with Hamar, the thugs secluded in bacta Holding Module Two make their move. They open the security hatch and proceed along the main access corridor. Using the

access code, they open the blast door, and attempt to secure the transport, heading for the cockpit. They have reports on the characters (descriptions, names, armaments, and so on), and attempt to subdue them.

The thugs use their blasters set on stun to capture the characters. In a pinch, each is armed with a stun grenade to facilitate the takeover. Stunned characters are stripped of weapons, placed in binders, and locked in bacta Holding Module Two. The access hatch is locked, as is the blast door leading to the main access shaft.

Attack From Without

When the bacta transport arrives at the rendezvous point, the *Crusader* is not present. It arrives a few minutes later, and instantly contacts the ship to determine who's in control. If the thugs captured the ship, the characters are transferred to the *Crusader*, and the bacta transport is spirited away into hyperspace. Go to the Wrap-Up section (on page 31).

If the characters are in control, Hamar contacts them, and demands their unconditional surrender, and threatens harm to make his point. If necessary, the *Crusader* opens fire with its ion cannons to immobilize the transport, but it uses its laser cannons on the characters' ship, or attacking Mantas.

If the transport is immobilized, the *Crusader* moves into docking position. 40 more thugs

(see statistics above) flood into the transport to subdue the characters. Proceed to the Wrap-Up section below.

The Crusader. Capital, *capital ship gunnery* 3D+1, *capital ship piloting* 4D, *capital ship shields* 3D. Maneuverability 1D+2, space 7, hull 3D+2, shields 1D+2. Weapons: 4 Medium ion cannons (fire control 3D, damage 4D), 2 turbolaser cannons (fire control 2D, damage 4D)

Wrap-Up

If the characters thwart Hamar's betrayal—the forces within the ship, in addition to his sabotaged supplies—they must still deal with the Crusader (and perhaps Tapani Common Navy ships). The characters can use the bacta transport's concealed cannon and the Mantas to drive off the Crusader. One solid damaging blow sends the Crusader fleeing into hyperspace.

If Hamar succeeds, the characters are thrown into the brig. A week later, they are ransomed back to the Rebellion. The Rebellion is also forced to purchase the bacta (at an exorbitant cost mark-up) or else the characters are turned over to the Empire. Unless the characters escape and intervene, Hamar collects his insurance credits, plus he sells the transport. His plan works perfectly.

When the adventure is over, the characters will likely own several Manta-class starfighters. These could be used for their cell, but the characters are more likely to forward them to the Alliance, since they do not have hyperdrives. The Alliance may give characters new supplies and equipment in exchange for the bacta and Mantas. What exactly they give is up to you.

Spawning a Campaign

If the characters accepted the help of Regul Staganac, they now owe him a favor. Perhaps he is a Rebel spy who will ask the characters to repay his kindness by undertaking a dangerous mission. Perhaps he will ask the characters to smuggle a particularly illegal cargo for him. Perhaps Staganac is an agent of a house that is in conflict with allegiances the characters have, and he forces the characters to spy on their benefactors to repay the debt.

Regul Staganac

Type: Mysterious insurgent

DEXTERITY 4 D

Blaster 5D, dodge 5D, melee combat 5D, melee parry 5D+1

KNOWLEDGE 3D

Alien species 7D, streetwise 5D

MECHANICAL 2D+2

Astrogation 5D, beast riding 3D+2, repulsorlift operation 6D, sensors 6D, space transports 6D, starship gunnery 6D, starship shields 6D

PERCEPTION 2D

Bargain 5D, con 7D, hide 6D, sneak 6D

STRENGTH 3D+1

Brawling 4D+1

TECHNICAL 3D

Computer, programming/repair 6D, demolitions 6D, droid programming 6D, droid repair 6D, repulsorlift repair 6D, security 6D, space transports repair 6D, starfighter repair 6D

Move: 10

Character Points: 10

Equipment: Heavy blaster pistol (5D), toolkit (+1D to repair rolls), 1,000 credits

Rewards

The characters receive two Character Points for completing the adventure. They get an additional two Character Points for foiling Hamar's plan. If they successfully capture the bacta shipment award them another Character Point. If they capture the Mantas as well, they should be awarded an additional two Character Points.

Adventure Three:

Lost Destiny

Introduction

"Lost Destiny" is designed for three to four Rebel or independent characters, one of whom should have some computer slicing skills. The characters are either hired by or assigned to infiltrate an expedition to find a new hyper-space route out of the sector.

Episode One

The bad blood between House Calipsa and House Pelagia has prevented direct Calipsa access to the Rimma route for several years. In the ongoing effort to break this impasse, a minor House Calipsa noble is sponsoring an ambitious expedition to chart a new hyper-space route to the Rimma tradeway through the shifting debris of Calipsa sector.

Due to the rushed nature of this venture, the crew consists of six House Calipsa crewmen and four to six independent personnel hired to

fill necessary berths. The hiring call for trained starship crew has gone out. (Photocopy and hand out the datapad on page 33.)

The characters can either be independents—spacers, smugglers or fugitives looking to hop aboard a fast ship out of the sector—who have responded to the posting. Perhaps the group applies together if they've worked as a team in the past. Perhaps they are a team sent by a sponsor organization (such as the Alliance or another House) under false IDs to join the expedition and secretly monitor its progress. Their personal equipment will be limited, since their luggage will be scanned before boarding. Pistols and basic spacer gear (clothes, diagnostic equipment, space suit, and so on) are the best they can hope to bring with them.

The ship, the *Bright Seeker*, is a modified mining scout designed to survey systems for ore and mineral deposits. As such, it has an excellent sensor suite and a powerful laser for boring samples from asteroids. It also has an

"Lost Destiny" Quick-start Outline

- **Episode One.** The characters' ship is attacked by a pirate vessel. When they escape to hyperspace, they misjump into a remote part of the sector.
- **Episode Two.** The characters discover and explore a derelict spacecraft, battling an infestation of space slugs. While aboard the derelict, the characters discover the frozen forms of two noble children of House Pelagia.
- **Episode Three.** Space slugs threaten the survey ship as a hidden agent from House Melantha works to sabotage the crew's efforts. The characters must fend off the slugs while uncovering the enemy agent.
- **Episode Four.** The pirate ship arrives, called in by the Melantha agent. The characters may also call for help in the climatic space battle to keep the children from falling into the wrong hands.
- **Cards Used:** 12, 15, 21, 27, 32

BE IT KNOWN...

...THAT THE HONORABLE CAPTAIN NILS WENDER OF THE SCOUTING VESSEL *BRIGHT SEEKER* HAS BEEN COMMISSIONED TO SEARCH FOR NEW TRADE ROUTES IN TAPANI SECTOR.

CAPTAIN WENDER HAS BEEN AUTHORIZED TO PAY CURRENT CORELLIAN MERCHANT'S GUILD SCALE TO QUALIFIED SCOUTS AND SPACERS WHO JOIN THE CREW OF THE *BRIGHT SEEKER*.

QUALIFIED ASTROGATORS, CARGO HANDLERS, SENSOR OPERATORS, COMMUNICATIONS SPECIALISTS AND SCOUTS THAT ARE INTERESTED IN THIS OFFER MAY SIGNAL CAPTAIN WENDER AT COMM NODE CALIPSA989.9128/P.



excursions under his belt). He is a handsome man, with long red hair and a bushy mustache, and his somewhat ostentatious uniform is always immaculate. His manner is friendly and a bit overconfident. While loyal to his House, he is very ambitious, and has rushed this expedition into being in the hopes of grabbing some glory.

Captain Nils Wender. *Dexterity 3D+2, blaster 4D+2, dodge 4D, melee combat: sword 4D, Knowledge 3D+2, alien species 3D+2, planetary systems 6D, Mechanical 3D+1, astrogation 3D+2, space transports 5D, starship gunnery 3D+2, Perception 2D+2, Strength 2D+2, brawling 3D, Technical 2D, first aid 4D. Move: 10. Equipped with: blaster pistol (4D), comlink, datapad, poison detector in ring, armor vest disguised as clothing (+1 to chest and back).*

The first officer and security chief is Quat Ralto, a serious and competent man with a strict code of honor. While somewhat stern, he makes a point of treating all the crew equally, Calipsa loyalists and independents alike. He is in his mid-thirties, wiry and short, with a receding hairline and strong features.

He's quite concerned that this expedition has been put together without the proper precautions.

Quat Ralto. *All stats 2D except: Dexterity 3D, blaster 4D, melee combat (sword) 4D+1, Mechanical 2D+1, Perception 3D, search 4D, Technical 2D+2, security 6D, computer programming 4D. Move: 10. Equipped with: blaster pistol (4D), datapad, comlink, poison detector in wrist comp, armor vest disguised as clothing (+2 to chest and back).*

The other Calipsan crewers are Edas Vasti, Janos Marsh, Parto Nethathanin, and Kalista Banto. Marsh is the ship's computer expert;

expensive hypertransceiver for maintaining contact with Calipsa during the expedition. The ship's armory includes six blaster rifles and extra space suits, but these are issued on an as-needed basis.

The Bright Seeker. Starfighter, *space transports*, Maneuverability: 1D, Space: 5, Atmosphere: 295;850 kmh, Hull: 4D, Shields: 1D. Weapons: heavy laser cannon (fire control 2D, damage 6D), twin blaster cannon (fire-linked) (fire control 2D+2, damage 4D).

The expedition's captain is Nils Wender, a minor Calipsa noble and a trained astrogator (though to date he only has a three deep space

Staging Tips

Since the characters might come from any number of backgrounds, here are some guidelines for providing them with goals for this mission.

- **Rebel agents.** Help find the route and then get the data to the Alliance. Feel out House Calipsa as a potential ally.
- **Independents.** Help find the route as per their job. Steal the data if possible, and sell it to the highest bidder on the blackmarket. Perhaps the route is sought by a privateer who hopes to lure ambitious smugglers to the region (only to loot them later).
- **Agents of another House.** Find the route and get the data to their House. If House Calipsa turns up anything that might shift the balance of power, try to neutralize it or, failing that, inform their own House as quickly as possible.

use the remaining crewers to fill out positions that the characters leave vacant.

Bright Seeker crewers. All stats 2D except: blaster 3D, melee combat (knife) 3D, Mechanical 3D space transports 3D+2, starship gunnery 3D, brawling 3D, space transports repair 3D. Move: 10/12. Blaster pistol (4D), comlink, knife (Strength +1D).

As soon as the characters familiarize themselves with the ship, Wender addresses his mixed crew with the following:

"Welcome aboard the *Bright Seeker*. We have an opportunity here that others would envy: to blaze a new trail through the stars! Many have tried before and failed, but I know we have the resources to prevail. I ask you all to focus your energies on this mission, for in your old age, you'll be proud to say you were aboard the *Bright Seeker* when she charted the 'Wender Bypass.'"

The Road to Nowhere

The *Bright Seeker* soon lifts off from Calipsa and heads out for deep space to begin the survey mission. Wender is an affable captain, and the crew seems well-trained. Everything looks like it will be smooth and boring—a typical scouting mission.

After a day or so of microjumps and probing space for a new route, the sensor operator detects another ship at long range (Moderate sensors to locate). Read the following:

The unidentified vessel closes rapidly, boasting a sublight drive far beyond that typically found on a merchant ship. Suddenly, it opens communications with a laser shot across the *Seeker's* bow! A comm message quickly follows.

"This is the *Knife's Edge*, operating under a Letter of Marque from the Rebel Alliance. Cut drives and prepare to be boarded. Resistance will be punished. You will not receive another warning, *Bright Seeker*."

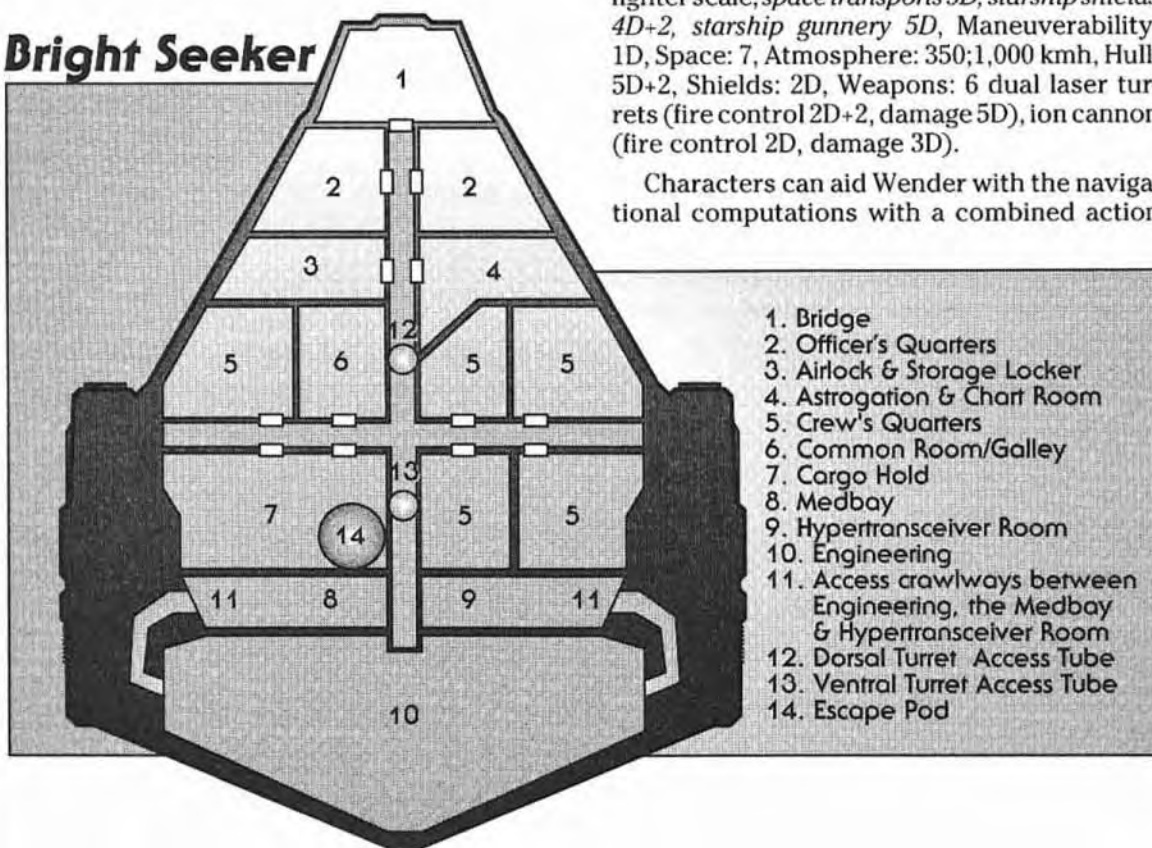
Wender will not surrender to the raiders. He orders his gunners to open fire and hurriedly starts the calculations for a jump to lightspeed.

Rebel characters will know that this ship is not an Alliance privateer. It is a *Mansk-class* Escort—a class of ship manufactured by a Tallaani shipyard with more than enough firepower to destroy the *Seeker*. The *Seeker's* gunners can try to keep the *Knife's Edge* at a distance long enough for the jump calculations to be completed (one "controls ionized" hit will do it, but don't tell them that). (Characters that are not Rebels learn the same information with a Moderate Knowledge roll.)

The *Knife's Edge*. *Mansk-class* Escort, Starfighter scale, space transports 5D, starship shields 4D+2, starship gunnery 5D, Maneuverability: 1D, Space: 7, Atmosphere: 350/1,000 kmh, Hull: 5D+2, Shields: 2D, Weapons: 6 dual laser turrets (fire control 2D+2, damage 5D), ion cannon (fire control 2D, damage 3D).

Characters can aid Wender with the navigational computations with a combined action

Bright Seeker



astrogation roll. Just as the *Edge* closes in for the kill, Wender flips the lever and the *Seeker* leaps into hyperspace.

But no matter how good the *astrogation* check was, the jump is violently jarring. As alarms sound throughout the ship, it becomes obvious that there's been a misjump—due to damage inflicted by the *Knife's Edge* or to Wender's haste. After a few hasty *piloting* rolls, the ship reenters realspace...deep in the middle of nowhere. Around them swirls a scarlet nebula, dotted with asteroids and other bits of interstellar flotsam.

A quick diagnostic reveals that the nav computer has crashed. It can be rebooted to calculate the ship's location and how to get back, but it will take several hours to do so.

In fact, the navcomp has been sliced. Janos Marsh, the Calipsa slicer, is a spy from another House (see sidebar on page 36). He had intended to prevent the ship's escape from the *Knife's Edge*, which is actually a House Melantha privateer sent to capture the *Seeker*. Unfortunately, he was unable to completely disable the jump routines, and the ship simply misjumped.

Only a Very Difficult *computer programming* check by the characters will reveal that the navcomp was tampered with. In fact, Janos may "discover" the tampering first to direct suspicion at the characters and away from himself. Ralto will then question anyone who has had access to the navcomp, but will not find any solid leads.

Episode Two

As the crew members regain their composure in the aftermath of the attack, the sensors report a contact short distance away. Gamemasters should hint at the possibility that the *Knife's Edge* has somehow followed them through hyperspace, but a Moderate *sensors* roll reveals an eighty-meter-long hulk of a vessel, silhouetted against the reddish glow of the local nebula. Since the nav computer will take several hours to reprogram and they seem to be safe for the moment, Wender decides to take the *Seeker* in to investigate.

As the *Seeker* approaches the sensor contact, the characters can see an older ship, running dark with power systems on standby mode. It does not respond to hails, but the automatic transponder soon IDs it as a House Pelagia starship, the *Regal Destiny*. (See page 37 for a map of the *Destiny*.) A records check or a Moderate *culture: Tapani Expanse* roll reveals that the ship was lost during the Mecetti Purge over 20 years ago. It disappeared into deep space, supposedly with a hold full of House valuables. With this incentive, Wender decides



Marshall Andrews

Agent of the Empire

Janos Marsh is a reserve agent of House Melantha's Covert Activities Cadre. His assigned task is to set the *Seeker* up for capture by the *Knife's Edge*, thus putting blame on the raid on the Alliance. In addition, the capture of the *Seeker* will prevent any new route from being discovered, since that would weaken the Empire's hold on the sector.

His persona is that of an efficient, low-key and somewhat stuffy Calipsan functionary. As the *Seeker's* primary slicer, he has full access to its computer and his tactics are centered around this tool. He is not suicidal, but he is willing to take risks to accomplish his mission.

Janos Marsh. *Dexterity 3D, blaster 6D+2, melee combat: sword 5D, Knowledge 4D, alien species 4D+2, streetwise 7D, Mechanical 2D+2, astrogation 4D, space transports 4D, Perception 3D+2, command 4D, sneak 5D, search 5D, Strength 2D, brawling 5D, brawling: martial arts 6D, Technical 2D, computer programming/repair 6D, security 5D.* Move: 10. Equipped with: Blaster pistol (4D), holdout blaster (3D), vibroblade (STR+1D+2), comlink, datapad, computer, thermal detonators disguised as common equipment, armored vest disguised as clothing (+1 to chest and back), vacuum suit.

to send a boarding party over. First Officer Ralto enlists the characters: "Come with me. Vasti, you too...and you, Marsh." And so the traitor accompanies them to the *Destiny*.

Sensors indicate that life support aboard the *Regal Destiny* is off-line, so they will need to board in space suits via spacewalk (which requires a Moderate *Dexterity* check to make it across to the opposite airlock). A Moderate *Perception* check will show there is some external damage to the ship, although it doesn't look like blaster fire.

As they enter the ship itself, the corridors are dark and forbidding, with minimal lighting. The atmosphere is eerie and only the sound of their breathing echoing in the comlinks. After the tension has built up, read the following aloud:

A figure suddenly drifts out of the twisted shadows into your suit lights and you can see the vacuum-dried face of death. A layer of parched flesh is stretched drumskin-tight over a glaring skull. Soon you can discern dozens of desiccated bodies floating about you in a ghastly null-gee dance.

A Moderate *Technical* check reveals indications of some sort of life support failure or biohazard accident. Hard vacuum exists throughout the ship, and everyone aboard appears to be quite dead.

When the characters enter the engineering compartment (map location 17), they find it

strangely devoid of corpses. They soon discover the reason: huge, red-streaked shapes move quietly out of the machinery as gaping mouths lined with diamond-hard teeth suddenly snap at the characters, trying to rend both suits and flesh. A group of space slugs has nested in the engine room (see "The Crimson Slugs" on page 36), and they see the characters as organic matter on the hoof.

Any hit that Wounds a character causes a suit breach. A suit breach in vacuum results in 4D damage the first round, cumulatively increasing 2D every round until the hole is patched (Easy *Dexterity* check to place a patch on the tear).

Gamemaster Note: This combat sequence provides an excellent opportunity to have the characters bond with Ralto, since he can be a valuable ally. Have him intervene on a character's behalf at some point during this combat, either by shooting a slug before it strikes one of them, or, better yet, selflessly taking a bite meant for a character.

After the group fights their way through the creatures, they can continue to encounter slugs as often as necessary to keep up the tension while they explore the rest of the ship. If the group takes the time in the engine room, the ship's power can be brought up and gravity restored (Moderate *space transports repair* check); the damage to the hull prevents restoration of life support, however. Standard gravity reduces the slugs' *Dexterity* to 1D and their

The Crimson Slugs

These odd creatures are versions of the space slug from *The Empire Strikes Back*, a species native to the nearby nebula. They infest the engineering section and exterior of the *Regal Destiny*, boring a few holes in the hull where they have detected raw materials they need and absorbing waste heat from the ship's reactor. This group of slugs is heat-starved, however; the engine core of the *Regal Destiny* is waning and there is no local sun to warm them. Of course, the *Bright Seeker* has arrived, with its powerful, radiant engines....

Crimson slugs (six to eight meter size). *Dexterity 2D, Perception 1D, Strength 5D.* Move 6. Special Abilities: Vacuum (crimson slugs are native to the vacuum of space and need no assistance to survive in this environment), teeth (*Strength+1D* damage). Move: 8.

Move rate to 4 while within the ship, making them easier to deal with. A Difficult *alien species* check might give the characters the idea to increase the ship's gravity to heavy (at least twice normal), inflicting one Wound level per minute on the slugs (who are zero gravity creatures). This will reduce the characters' *Dexterity* and *Strength* actions by -1D and their *stamina* by 3D while the gravity is that high, however.

An alert character might note (Easy *Perception* roll) that Marsh accounts very well for himself in these battles. Perhaps too well, displaying combat skills well beyond the norm for a typical computer technician. Ralto quietly notices this as well.

The Halls of the Dead

If gravity is restored, the characters can search the ship in relative safety for a time while the slugs acclimate. Aside from the assorted debris normal to such a ship, there are certain key items worth finding:

- **The main computer on the bridge** (location 1). An Easy *Technical* check reveals the log, which describes the ship's mission to carry valued members of the Pelagian family to safety in an uncharted system. The hyperdrive suffered a malfunction and the failsafes dropped them out here. (A similar phenomena brought the *Bright Seeker* out at nearly the same location.) The drive needs three weeks worth of repairs to be made functional again.

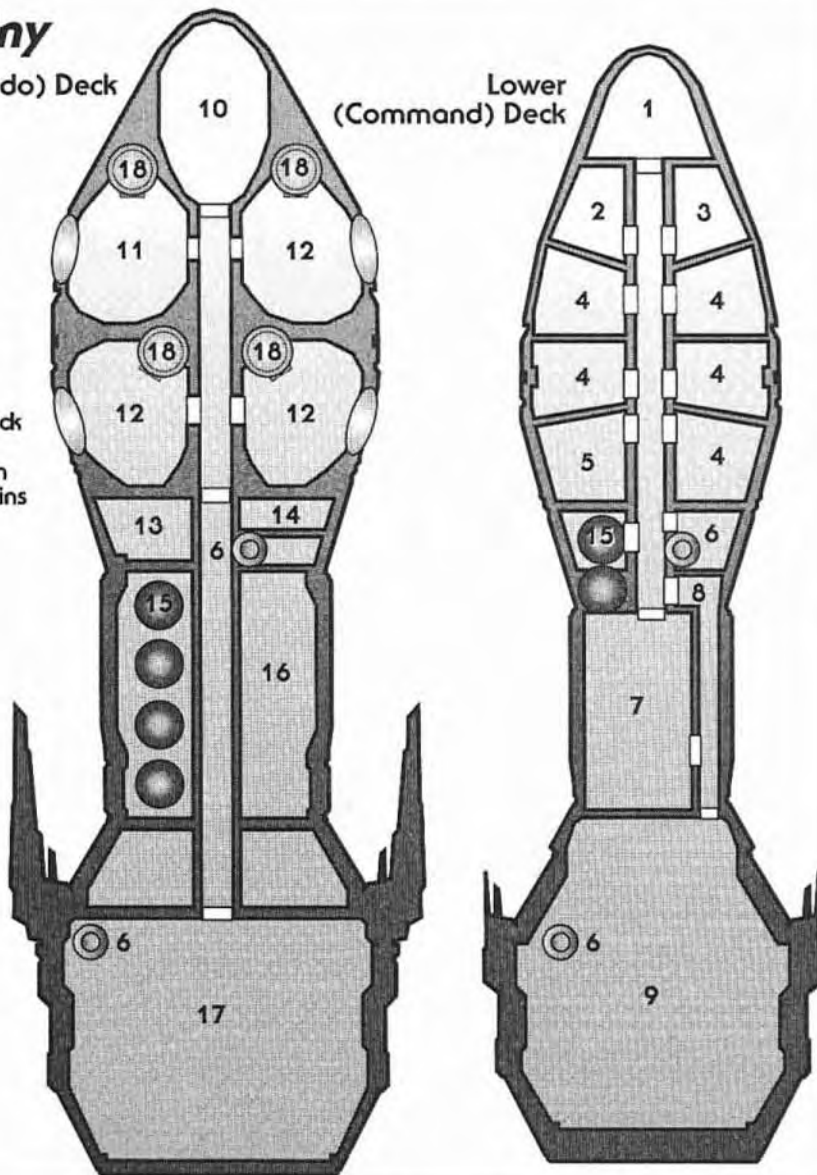
The log then records a contamination of the

Regal Destiny

Upper (Lido) Deck

Lower (Command) Deck

1. Bridge
2. Hypertransceiver and Computer Room
3. Captain's Cabin
4. Crew Quarters
5. Machine Shop
6. Elevator/Access Tube
7. Main Cargo Bay
8. Pantry and Corridor to Engineering
9. Engineering, Lower Deck
10. Main Lounge
11. Main Passenger Cabin
12. Other Passenger Cabins
13. Galley
14. Main Airlock
15. Escape Pods
16. Medbay
17. Main Engineering
18. Refreshers





Marshall Andrews

air supply, resulting in multiple fatalities. They captured a crewman poisoning the air system with a bio-agent. Under interrogation, the man confessed to being a House Mecetti agent assigned to prevent the escape of the Pelagian nobles. Unfortunately, the contamination was greater than anticipated and the entire crew was ultimately infected and killed.

A Moderate *computer programming* check reveals the manifest of cargo and passengers, including two people with the last name of Paddox—as in Theus Paddox, House Pelagia's High Lord. A Difficult *culture: Tapani Expanse* check will relate that these two names were those of Lord Theus' brother and sister, Trad (8 years old) and Verinia (10 years old), reported missing during the Purge.

If Marsh is performing this task and is not watched, he withholds the data about the passengers.

- **The hypertransceiver room** (location 2). The *Destiny* was also equipped with state-of-the-art hypertransceiver, but it appears to have been damaged (by the Mecetti agent). Still, it is a valuable piece of equipment—if it can be repaired.

- **The main passenger cabin** (location 11). The withered body of a woman sits at her desk. An ID check shows her to be Mistress Winslo, the House governess. A small holo-projector sits on her desk. As soon as they pick it up, read the following:

A semitransparent image—presumably of the woman who lies before you—suddenly projects from the holocam. She is pleading, "Save the children. We did our best to protect them, but we can't be sure how long the jury-rigged system will hold out. Please get them to safety..." Her image suddenly coughs and then fades out....

- **The main hold** (location 7). There is a moderately valuable cargo of holo-art, durrillium and jewels secured here (a Moderate *value* check estimates about 45,000 credits worth).

An Easy *search* check will bring the characters to two long crates lying in a corner of the hold, linked into the ship's power grid. A Moderate *Technical* check will allow anyone to interpret the readouts to find that the crates have active life-support systems, slaved into the ship's power plant. Inside are two forms in jury-rigged carbon freezing. Whoever is in there is still alive. While their identities are not obvious, another check into the ship's log (or a Moderate *cultures: Tapani Expanse* roll) will quickly show that they are the Paddox children, Trad and Verinia—placed into stasis by the crew during the crisis and frozen in time for

over 20 years.

They have found the true treasure of the *Regal Destiny*.

Episode Three

The discovery of the children dramatically alters the expedition. Captain Wender can well imagine the political implications of having possession of two of House Pelagia's nobles (and Theus' own siblings, no less). These children represent a major bargaining chip to a House Calipsa bid to reopen the trade routes through Pelagia space. Such an agreement would make this expedition moot—and perhaps even raise him to a major noble.

Naturally, he immediately claims salvage rights on the ship and its contents. Although he will listen to the characters if they suggest otherwise, any protests will be—politely—ignored. He simply replies, "They're the wards of whoever finds them. It just happened to be us. Don't worry, they'll be sent home...eventually," and continues with his planning.

First Officer Ralto seems disturbed by this course of action. If asked, he'll reply, "I don't usually get involved in House politics, but this just isn't right. These are children; they belong with their family, not being traded around like cred chips. We're charting a dangerous and dishonorable course here. Excuse me, but I must get back to my duties." He then moves off brusquely.

Of course, Marsh plans to respond to this changing situation as well.

Delaying Action

Wender orders the *Seeker* to dock with the *Regal Destiny* and has an pair of engineers, escorted by a guard, go over a try to rig a temporary power supply to the carbonite units so the children can be moved (Difficult *Technical* check). He will not free the children from the stasis chambers since it is too risky without a proper medical facility at hand. Besides, they can't contest his salvage claim if they're asleep.

Wender's actions force Marsh to move. He needs to slow things down to allow time for aid to arrive. He sets up another computer command to vent waste heat out of an engine port—he knows the local slugs will be drawn to the sudden thermal surge. Then he calls for help.

Read this to the character nearest the transceiver room of the *Seeker*:

You hear a muffled noise from the transceiver room, a sound that is oddly familiar. As you enter the transceiver room to investigate you see the body of Quat Ralto. He has a

Of Choices and Children

By now the characters have to be making some decisions of their own on how to handle this situation. Rebel characters will probably want to return the children to Pelagia (the moral choice), but others may have more "free-form" solutions (such as stealing the children for themselves, since any House would pay well for such useful pawns against Pelagia—particularly House Mecetti). Alternatives will narrow as the situation develops, encouraging them to make the "right" choice.

The players may try to wake the children to allow them some voice in all this. Unfortunately, this is not a good idea, as anyone who makes a Moderate *Technical* check will know. The carbon freezing process is a tricky one at best and these units were hastily jury-rigged from produce shipping containers—it is a near-miracle that they worked at all. "Defrosting" them without an advanced medical facility risks death due to hibernation shock. In addition the possibility exists that the bio-agent which killed the crew of the *Regal Destiny* may in fact have infected the children; Wender refuses to expose himself, his crew and his ship to such a danger.

smoking, bruise-like burn mark on his forehead where a low-powered blaster had been fired. The weapon lies smoking on the floor next to the body. The transceiver sputters and sparks from the gaping hole that has been burned through it.

Marsh was contacting his House with the transceiver when Ralto, who had been keeping an eye on him, walked in. He reacted instinctively, killing Ralto and destroying the transceiver. The pistol cannot be traced—it is a

"sanitized weapon," a hold-out blaster of common design with all identification markings and serial numbers professionally removed.

The transmission log shows that a message went out, but the destination and content has been expertly deleted. Without the transceiver, the *Seeker* has no way of contacting House Calipsa and informing them of their prize.

It is certain now that there is a traitor on board. Wender has to suspect the player characters, since they are not part of his House or regular crew, but he needs their skills too much to put them under arrest without proof. Instead, he security locks them out of the ship's bridge and computer system.

If the characters can sneak a look at the transceiver logs before that happens, a Difficult *computer programming/repair* roll allow recovery of the wiped transmission entry. It is a coded transmission to someplace within 25 light years—that means it will only take hours for a reasonably fast ship to arrive.

A Difficult *computer programming/repair* or Heroic *streetwise* roll reveals that the encryption algorithm is commonly used by House Melantha agents.

Suddenly a malfunctioning heat vent on the outer hull is reported to engineering (as per Marsh's plan). When one of the characters is sent out in a space suit to repair it, read the following aloud:

You see the blunt, brutal form of a space slug burrowing into the exhaust port, moving steadily towards the engines. But as you move to clear it off, something at the edge of your vision makes you stop. As you look up, you see dozens of similar shapes silhouetted

Staging Tips

Perceptive characters should be noticing clues the saboteur has left behind: evidence of advanced computer skills, excellent fighting prowess and so on.

If the characters are at a loss about where to go from here, the gamemaster can decide that Ralto's datapad is still on his body. If one of the group looks for it (Easy *search* task), they can find his notes. (See the datapad on page 42.)

Also, have they remembered the fact that there's a hypertransceiver on the *Regal Destiny*? Although it's damaged, it has parts which might make the *Seeker's* transceiver work well enough to call Calipsa—or Pelagon. (Moderate *space transports repair* check to fix the transceiver.)

Gamemasters who wish to keep their characters *very* busy may suggest the following course of action:

The hypertransceiver aboard the *Regal Destiny* is functional, but her comm antenna array is corroded and damaged beyond repair. In addition, the *Destiny's* engines—weakened by time or by the new power-load of gravity and light—cannot be trusted. The characters must move the *Seeker* to within 50 meters of the *Destiny*. Then, they must spacewalk to run a patch—consisting of power conduits cannibalized from both ships—from the *Destiny's* comm system to the *Seeker's* power grid. Then, the *Destiny's* hypertransceiver must be patched to the *Seeker's* antenna array. The base *space transports repair* difficulty for jury rigging the power system is Difficult. This roll must be made twice; once for the *Destiny* and once for the *Seeker*. Base time to initiate the patch is thirty minutes. Base difficulty for patching the *Destiny's* hypertransceiver to the *Seeker's* antenna is Difficult (rolled on *communications*). This process takes ten minutes.



against the crimson nebula, drifting in graceful arcs from the local debris—and all headed straight for your ship.

The energy-starved slugs are migrating to the warmth suddenly displayed by the *Seeker*. While the characters can use small arms for a time, only the ship's weapons can truly keep the slugs at bay. Wender will reluctantly place the character with the highest *starship gunnery* skill in charge of the ship's weapons and tells him to keep the worms off the *Seeker* until the children are brought over. It will take at least six Difficult *starship gunnery* checks to clear out this first wave (use more as needed). Failure of a roll means 1–3 slugs got through and must be cleaned off the hull by an assault party. Each slug can inflict 2D Starfighter-scale damage to the hull every five minutes as they burrow toward the engine.

If the characters have figured out what is attracting the slugs, they might try to draw them off with flares or other heat sources fired away from the ship, while shutting down all unnecessary power on the *Seeker*. While the first wave of slugs is already on the way, any subsequent waves may be drawn off by these tactics.

By this time, some characters should either be getting to the *Regal Destiny* to procure parts to repair the communications system or tracking down Marsh. If they go to Marsh's room, they find his computer and much of his gear gone—his vacuum suit and a blaster rifle are also missing from the equipment locker. A Moderate sensors roll reveals that Marsh left the *Seeker*, and boarded the *Regal Destiny*.

A Dangerous Man

During the confusion of the slug attack, Marsh makes his way to the *Regal Destiny*. He has set up a timed program to sever the boarding tube linking the two ships with a burst of thrust from the *Seeker*'s engines. This keeps Wender from

• **10:09:01**—THE *BRIGHT SEEKER* IS UNDERWAY, THOUGH I CANNOT HELP BUT WONDER IF IT WAS A MISTAKE TO ADD SO MANY UNKNOWN ELEMENTS TO THE MISSION. THE NEW CREW APPEARS TO BE COMPETENT, BUT WE KNOW SO LITTLE ABOUT THEM.

• **10:09:31**—THE NEW CREW SEEMS TO BE MOST COMPETENT; I MUST CONFESS, HOWEVER, THAT MY UNEASE HAS NOT LESSENED. IN FACT, MARSH HAS ACTUALLY CAUSED ME SOME CONCERN. PERHAPS IT IS HIS MANNER—OVERTLY FRIENDLY, BUT NEVER REVEALING HIS TRUE FEELINGS—THAT RUBS ME THE WRONG WAY. STILL, ALL SEEMS TO BE WELL.

• **10:09:49**—INCREDIBLE! THE LOST PADDOX CHILDREN HAVE BEEN FOUND AFTER ALL THIS TIME. HOW SAD FOR THESE YOUNGSTERS, TO HAVE BEEN FROZEN AWAY AND ADRIPT IN THE DEPTHS OF SPACE. AT LEAST THEY WILL HAVE A CHANCE TO RECLAIM THEIR RIGHTFUL PLACES IN HOUSE PELAGIA....

• **10:09:52**—I AM STILL TROUBLED BY MARSH. DURING THE FIGHT WITH THE SLUGS ABOARD THE *REGAL DESTINY*, HE ACQUITTED HIMSELF WELL. PERHAPS TOO WELL. HIS SKILL WITH WEAPONRY IS TOO ADVANCED TO BE RAW TALENT. HIS FIRING STANCE AND PHYSICAL PROWESS WHILE ENGAGED IN ZERO-G COMBAT INDICATES HIGH-LEVEL MILITARY OR INTELLIGENCE TRAINING. I MUST LOOK INTO MARSH'S BACKGROUND.



moving the children and buy enough time for his House's ship to arrive. He plans to take control of the children's containers and wait for help.

If the characters attempt to check the computer for his program and disarm it with a Difficult *computer programming* task. Of course, first they'll have to convince Wender that Marsh is the spy so he'll give them access to the computer. If the characters wait too long (more than ten minutes), the *Seeker* will fire its thrusters and destroy the boarding tube. Then any characters on the *Seeker* will have to space walk across to the *Regal Destiny*.

Any characters chasing Marsh, moving to access the *Regal Destiny's* transceiver, or working with the engineering team on the *Destiny* can confront him on board. The final showdown with the saboteur will probably occur in the vacuum of *Regal Destiny's* cargo hold, where Marsh is setting up to ambush the engineering team and take the children.

He isn't going to be easy to take down. He's well-armed, skilled at combat, and fights intelligently, using cover and ambush tactics. If fought

to a standoff, he threatens to use thermal detonators to destroy the carbonite containers and kill the children unless they let him take an escape pod. "If you don't let me leave, I'll make sure these children *never* grow up. Now be smart, and clear a path to the escape pods!"

The safety of the children should be paramount. If the characters allow Marsh make it to an escape pod on the *Regal Destiny*, gamemasters are encouraged to add an ironic twist to the story: a hidden space slug leaps out to attack him as he boards the pod, killing him or allowing the characters to get the jump on him.

At no time will Marsh acknowledge that he works for House Melantha—if pressed, he claims to work for House Mecetti. Only if the characters identified his transmission code or he is captured and interrogated in depth will the real information come out.

Episode Four

With Marsh out of the way, the characters can now decide what to do next—but they'd better think fast because they don't have much time. They can repair the *Seeker's* transceiver with the *Regal Destiny's* parts within thirty minutes. The *Seeker's* nav computer has calculated their current coordinates so they can call for help to come to them (although the system is damaged badly and it is wise to trust any jump calculations it makes). The question now is, who to call?

The Luxury of Choice

Pelagia Province is nearby, but Wender would rather that House Calipsa be called. If the characters can get specific information on which House can respond the swiftest and give some convincing arguments (role play this out, if possible), he will agree to calling in someone else (House Pelagia in all likelihood). Wender is greedy but not stupid, and he gives the characters some level of trust since the discovery of Marsh's treachery.

The characters can also simply take control of the hypertransceiver. As long as they don't broadcast their coordinates, the group can contact each House to test the waters. The responses break down as follows:

- House Pelagia will instantly dispatch the closest and fastest patrol ship, a *Guardian*-class Light Cruiser, to help. It can arrive in three and a half hours.
- House Calipsa will send a Nebulon-B frigate and a complement of Z-95 Headhunters and *Manta*-class fighters (but it will take at least eight hours to arrive).

• House Mecetti has a *Tapani*-class frigate ten hours away. No other House has anything within reach.

It will take at least twelve hours to finish calibrating the nav computer in order to jump the *Bright Seeker* out of the area.

However, unbeknownst to the characters, the pirate vessel *Knife's Edge* will arrive in three hours and is ready to take the children, the *Regal Destiny*, and the *Seeker* in one fell swoop.

Showdown in Scarlet

After the characters decide who to call for help, it is simply a matter of preparing and waiting. The children can be moved to the *Seeker*. There are a fair number of objects for the scout to hide behind in the immediate area, but the *Edge's* sensors would find them sooner or later.

An additional tactic may be to get the *Regal Destiny's* thrusters and weapons up to minimal power (a Heroic *space transports repair* task, but they can combine actions). While the *Destiny* really is in no shape for extended travel—at best it will have Maneuverability 0D, Speed 2, Hull 4D, and one laser (0D fire control, 3D damage)—it might provide a distraction and divide the *Edge's* attention.

After three hours have passed, the *Knife's Edge* drops from hyperspace like a hungry Ghest. Her captain immediately broadcasts the following:

"This is the *Knife's Edge*, a privateer under Marque from House Mecetti. We are contracted to take possession of the ship and cargo of the *Regal Destiny*. If you cooperate, you will be escorted unharmed to a safe world."

It's an exceedingly generous, and obviously fraudulent, offer. Note that they too claim allegiance to House Mecetti, another lie designed to throw suspicion in other directions.

From here on it's a game of cat and mouse, as the *Seeker* (and perhaps the *Regal Destiny* itself) play hide and seek with the *Edge's* sensors and guns among the debris of the crimson nebula. (It takes a Difficult *space transports roll* every five minutes to prevent the *Edge* from getting a clear target lock, although you can modify that as you wish. All sensor rolls are at -10 because of the clutter.) They can even trade fire occasionally, popping out to snap fire at the larger ship and then retreating. After fifteen minutes, the *Edge* simply starts blasting every hunk of junk, hoping to flush them out or eliminate their cover.

Time the climax based on who is coming to

their aid. Ideally, they will only have to dodge for half an hour before the Pelagian Guardian shows up to help. Then the odds will shift as both the Calipsan and Pelagian ships combine to defeat the pirate vessel.

If they have to wait longer, things may already be decided by the time help arrives. At the gamemaster's discretion, the *Knife's Edge* might take them all prisoner, requiring a daring break-out and takeover of the pirate vessel before it can reach Melantha space.

As with Marsh, only if the *Knife's Edge* surrenders or is boarded will the characters be able to discover evidence of its true allegiance. Otherwise, they may be left suspecting House Mecetti.

The Reprise, House Pelagia Guardian Light Cruiser. Starfighter scale, *space transports* 5D+2, *starship gunnery* 5D+2, *starship shields* 5D+1. Maneuverability 1D, space 9, atmosphere 400; 1,150 kmh, hull 5D, shields 2D. Weapons: 4 laser cannons (fire control 2D+2, damage 5D).

In the aftermath, Wender graciously turns the *Regal Destiny* and its wards over to House Pelagia care, and thanks them for their assistance in House Calipsa's "rescue operation." He proclaims it the beginning of a new era of cooperation between the two Houses, a healing of old wounds (and the opening of trade discussions). While the captain of the cruiser is skeptical, Wender may parlay this into a treaty yet.

Spawning a Campaign

The spin-offs are many. If played correctly, the characters now have strong connections to both House Pelagia and House Calipsa (or others). The characters could easily get caught up in any treaty Wender tries to negotiate, or with the young Paddoxes as they get involved in House politics. If House Calipsa believes that House Mecetti sent Marsh, then their alliance may become "strained." The characters have also made an enemy of House Melantha (although they may not know it) and, by extension, the Empire. How will these new foes seek revenge?

Character Rewards

Give the characters one to three points per episode, depending on how they played. If they uncovered Marsh without much assistance, give them another one each. If they chose the right course of action (calling in House Pelagia to claim their children), give them another two each. If the characters learn that House Melantha was behind the various acts of sabotage, award an additional two Character Points.

Adventure Four:

Blood Inheritance

Introduction

This adventure is designed for four to six player characters of virtually any type. It is recommended that at least one character be familiar with Tapani Sector. Additionally, one character should be a "fringe" character (such as a pirate or smuggler); the shadier that character's background, the better.

One of the characters—preferably the "fringe" character—receives notice that he or

she is related to a powerful—and recently-deceased—noble. Invited to the reading of the noble's final wishes to his inheritors, the characters are drawn into danger and intrigue from rivals who stand to inherit the noble's fortune and position of power.

Episode One

The characters are relaxing in a starport located outside the Expanse. With a noticeable sound of humming repulsorlifts, a small shiny droid appears before the characters. It is a personal courier droid. The hovering droid turns its singular photoreceptor "eye" upon the character you have chosen as the relative and states in a droning voice:

"Salutations. My master is the Solicitor of Inheritorial Claims of the Tapani House of Mecetti (or other appropriate House). You have been identified by my records as a blood-relative of his liege, Baron Lucian Hejran. It is with regret that I must bring sad tidings. The honorable Baron passed away not long ago, entitling you to an inheritance from his estate. The inheritance includes a large monetary compensation and a noble title with all rights and privileges. To receive this title and compensation, you must identify yourself—in person—at Hejran Castle on the moon of Nightsinger's Orb located in the Pella system. My memory module contains astrogration information should you wish to make this journey. You may bring along any companions you wish."

The messenger droid knows nothing about the contents of the Baron's will or who else is attending the reading. All necessary informa-

"Blood Inheritance" Quick-start Outline

- **Episode One.** One of the characters learns that an unknown relative has died and is invited to attend the reading of the Baron's last testament in Tapani Sector. The characters are not well received at brooding Hejran Castle; to most of the Baron's close relatives the characters are unwelcome outsiders. They participate in a hunt for a dangerous creature called a nightsinger. At the reading of the Baron's will, it is revealed that the character stands to inherit the title and power of the Baron, much to the surprise and consternation of the family.

- **Episode Two.** The characters must clear themselves of suspicion, as the members of the family do not trust them. A noble who believes the inheritance is rightfully his challenges the character to a duel with ancient vibroweapons. The noble is actually being manipulated by Lady Brigta, a protege of one of the Emperor's advisors—Sate Pestage—who does not want her secret connection to Pestage revealed.

- **Cards Used:** 6, 13, 19

Staging Tips

This adventure provides an excellent opportunity to introduce a group of characters to the intrigues of Tapani Sector and its various Houses. The background of the characters doesn't matter much; even a group of Rebels or bounty hunters can be brought in with relative ease.

You should choose one of the characters as the lucky long-lost relative. The character must be human.

The family in this adventure is nominally associated with House Mecetti (Pella is in Mecetti Province). However, you can modify this to better suit an ongoing *Lords of the Expanse* campaign.

tion will be provided by the Solicitor upon the character's arrival at Nightsinger's Orb. The only information the droid has on the Hejaran family is restricted to general knowledge about the noble House the family has connections to. You might want to limit the amount of information the characters can learn about the noble Houses at this point.

If the characters decide to turn to other sources, there is no information available about Nightsinger's Orb except that it is privately owned—the Hejarans must be very rich indeed.

The best way to find out whether the inheritance is real or fake—in fact the *only* way to find out—is for the characters to travel to the moon. The astrogation coordinates provided by the messenger droid plots a course from the Shapani Bypass, up the Procopian Shipping Lane, and thence to Mecetti Province. The characters can bring whatever equipment they believe is suitable for the trip; the droid indicates Nightsinger's Orb is a densely forested, rain-drenched planet with temperatures ranging on the cool side for most humans.

Meetings and Greetings

Not long after the journey through hyperspace, the characters reach the mottled brown and green moon of Nightsinger's Orb. Most of the surface details are shrouded by a dense layer of clouds, but a landing beacon directs the characters to the only major structure on the moon: Hejaran Castle. The Castle is a veritable fortress, poised on the rim of a vast canyon. The sheer slopes of the canyon wall make any approach nearly impossible. The other side of the castle is ringed with escarpments and other natural obstacles. Armies of an older era would have a difficult time ap-

proaching, let alone, besieging, such a place.

The characters' ship is directed toward a courtyard landing pad on the castle grounds. Despite the castle's age, there are visibly modern additions including an enhanced sensor detection system, power grid, and air defense batteries. Flags representing a dozen different visiting families fly from banners. As is tradition, the Hejaran family flag flies above all the others, its field of stars and animal crests reversed in mourning black.

A frail-looking family attendant, Pershon, greets the characters. Leading the characters inside, Pershon remarks, with strange foreboding, how much the one character picked by the Solicitor's droid resembles the late Baron Lucian Hejaran.

The characters are lead to the Great Hall where the Solicitor and some of the family have gathered. The Solicitor is an ancient husk of a man who has obviously been in this line of work for quite some time. Concerned only with the Baron's last testament and the law, the Solicitor speaks in rasping tones. Other members of the Hejaran family are also in attendance, most regard the characters as unwanted guests. Some of the more prominently involved family members are listed below.

Pershon

Type: Loyal servant

DEXTERITY 2D

KNOWLEDGE 3D+1

Bureaucracy: Hejaran 6D+2, planetary systems 5D

MECHANICAL 2D

PERCEPTION 2D

Hide 4D, search 4D

STRENGTH 2D

TECHNICAL 2D+2

*Attributes have been reduced due to age.

Character Points: 2

Move: 8

Equipment: Comlink, cleaning cloth

Capsule: Despite his age, Pershon is still quick-witted. Having endured several generations of serving the Hejaran family, he knows its innermost secrets and shames all too well. Several of the Hejarans kept close ties to the Empire and the Emperor. The late Baron Lucian tried to put an end to these practices, but died under strange circumstances. Pershon was loyal to his master the Baron, and blames himself for his inability to prevent his death.

Themion Hejaran

Type: Family administrator

DEXTERITY 3D

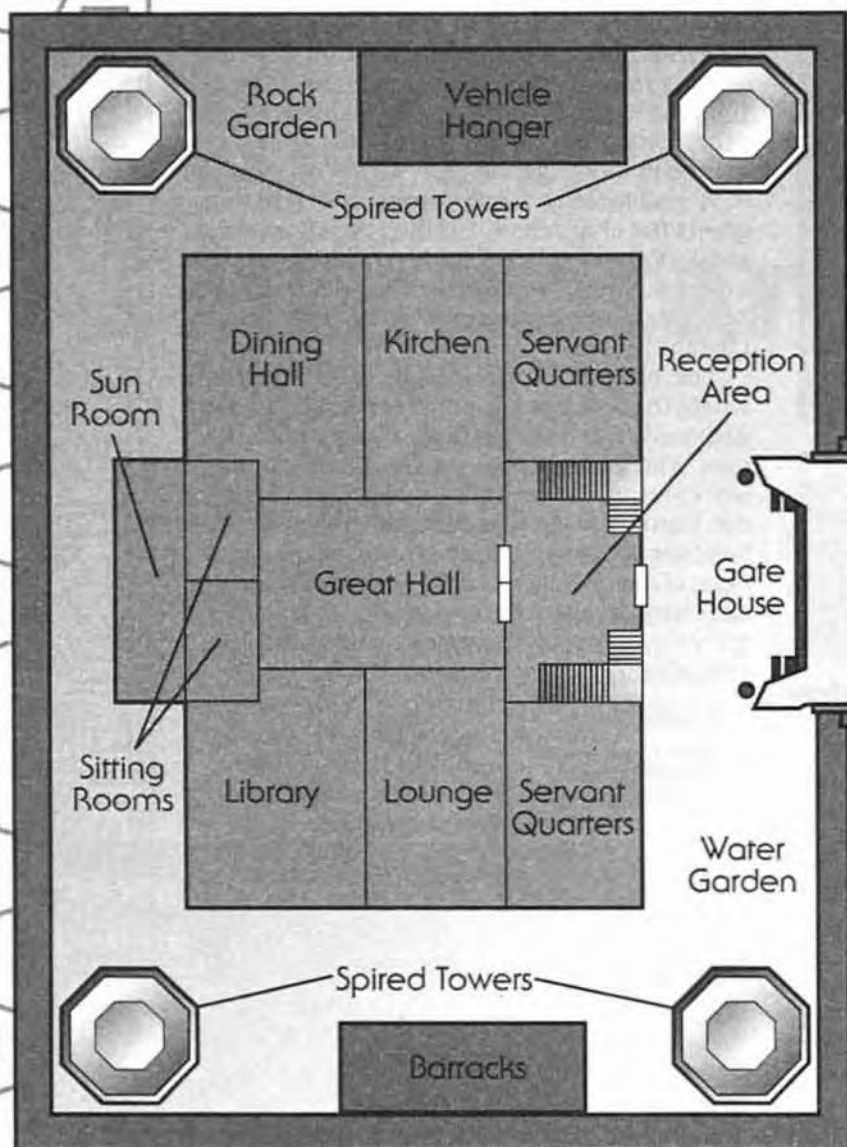
Archaic weapons 5D, blaster 5D+2, brawling 4D, brawling parry 3D+2, bows 7D+2, dodge 5D+2, melee weapons 6D+1, melee parry 5D+2, running 5D+2

KNOWLEDGE 4D

Alien species 5D+2, bureaucracy: Hejaran 7D, planetary systems 5D, survival: forest 6D+2

MECHANICAL 2D+2

Hejaran Castle Ground Floor



Beast riding 4D, repulsorlift operation 4D+2
PERCEPTION 3D+1
 Bargain 4D+2, command 5D+1, intimidation 5D+1,
 search: tracking 7D+2, sneak 6D,
STRENGTH 3D
 Brawling 4D+2, climbing/jumping 5D
TECHNICAL 2D
 First aid: toxicology 4D
Character Points: 5
Dark Side Points: 1
Equipment: Robes and attire, ornate vibroblade
 (STR+3D; maximum damage 6D+2), cybernetic eye (+1D
 to search)

Capsule: Themion Hejaran considers himself directly in line to receive the title of Baron and a majority of his late brother's estates and holdings. An avid hunter, there is a moody, predatory look about him. Themion regards the character identified by the Solicitor's droid in contempt, com-

menting he or she is, "merely another pretender to my brother's title and holdings."

Themion has lived his entire life immersed in court intrigues and family squabbles, his view of the characters is dim at best. Ordinarily a careful man, with the stakes this high, he is prepared to cheat to obtain what he believes belongs to him—and honor be cursed.

Galemus Hejaran

Type: Family patriarch

DEXTERITY 2D

Blaster 3D, dodge 3D, melee combat 3D

KNOWLEDGE 3D+1

Alien species 4D+1, bureaucracy: Hejaran 8D+1, planetary systems 6D+1

MECHANICAL 2D

Communications 3D

PERCEPTION 4D

Bargain 6D, command 6D, con 5D+2, persuasion 5D

STRENGTH 2D

brawling 3D, lifting/carrying 3D

TECHNICAL 4D+2

Computer programming/repair 5D+2, first aid 5D, security 5D+2

Character Points: 5

Move: 10

Capsule: There is more to the oldest member of the Hejaran family than meets the eye. Galemus is a practitioner of the fine art of subterfuge and manipulation who understands the workings of the family. He knows well that his nephew Themion is little more than a temperamental blowhard. His niece, Lady Brigta, is plainly dangerous to anyone who stands in her path. Ever since she returned from Coruscant, Galemus has known she has maintained a strong connection to the Emperor's inner circle.

Lady Brigta Hejaran

Type: Aspiring dark side apprentice

DEXTERITY 3D+2

Blaster 5D+2, brawling parry 4D+2, dodge 5D, melee combat 4D+2, melee parry 5D, running 4D

KNOWLEDGE 3D

Bureaucracy 6D, planetary systems 4D, scholar 4D+2

MECHANICAL 3D

Astrogation 4D, space transports 4D, starship shields 4D+2

PERCEPTION 4D

Bargain 5D+2, command 5D+2, con 6D, hide 5D, sneak 6D+2

STRENGTH 3D

Brawling 5D, climbing/jumping 4D

TECHNICAL 2D+1

Computer program/repair 3D+1, first aid 4D, security 4D+1

Special Abilities

Force Skills: Control 2D, sense 3D, alter 4D

Control: Control pain, resist stun

Sense: Combat sense, life sense, magnify senses

Alter: Injure/kill

Control, Sense and Alter: Control mind, telekinetic kill

This character is Force-sensitive.

Dark Side Points: 3

Character Points: 8

Move: 10

Equipment: Robes, hold-out blaster (3D+2)

Capsule: Lady Brigta is as attractive and alluring as any of the beautiful flowers seen on Nightsinger's Orb—and just as deadly. She has spent the past few seasons representing the family on Coruscant.

Unbeknownst to her family and House, the Emperor's Dark Adepts—under the personal direction of Advisor Sate Pestage—have tutored her in disciplines suitable for an assassin. This has corrupted her mind and bound her to the Emperor's will, and she acts under the direct control of Pestage (sort of an "Advisor's Hand"). She hopes someday to become a Dark Adept herself. It is Lady Brigta who takes measures to ensure that the character does not become head of the Hejaran family.

Family Affairs

The characters, especially the one identified by the Solicitor's droid, are coldly received by most of the family. Galemus takes the first step towards making them feel welcome. He invites the characters to participate in an important family tradition. The Hejarans were once recognized as great hunters. Since it is rare for the whole family to be together as it is now, a hunt in the ancient tradition is organized.

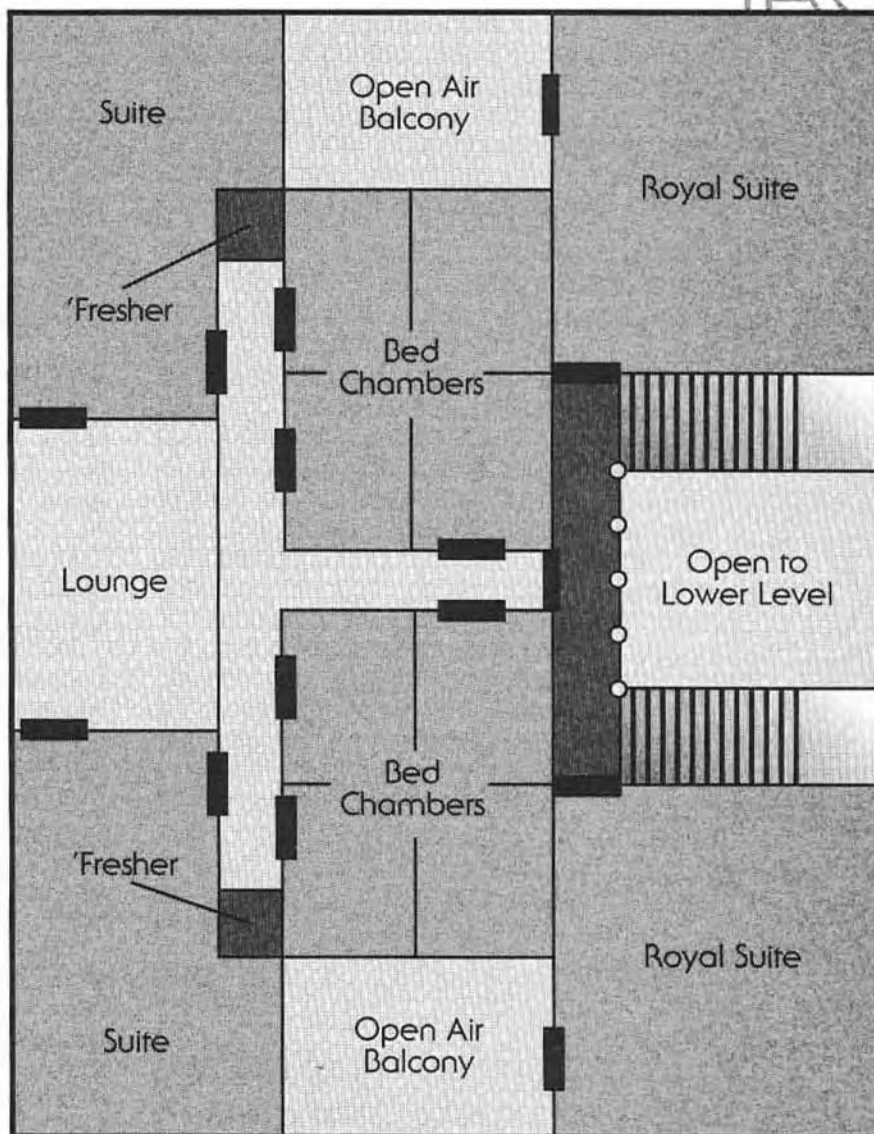
The hunt is for the giant nightsinger, a creature which gave the moon its name. Found flying along the crags in the canyon beside the fortress, the nightsinger can only be hunted by para-wing gliders. Once tracked, it must be brought down by hunting blaster. The avian is considered a great delicacy, but only one is ever hunted to feed the gathered family that night in tribute to the heroism of the fallen Baron.

Themion especially protests Galemus' open invitation to the player characters. He wants only family to participate because he knows he is the best hunter of the family. Strangely enough, Lady Brigta comes to the characters' defense. She admonishes Themion for acting less like the next Baron and more like a spoiled infant. Grumbling, Themion finally relents. It's clear he already hates the characters.

The Hunters Prepare

The characters are brought to the staging area, where the colorful gliders are being readied. The gliders use the wind to provide lift, but also carry a small repulsorlift engine in case of

Hejaran Castle Upper Level



emergencies and to provide additional thrust. Up to two persons can sit in the saddles slung underneath the central wing. The typical mode of operation is for one to pilot the craft while another carries a hunting blaster. The characters can pair up among themselves or with other members of the noble family.

Parawing Glider. Speeder. 1 operator/1 passenger. Maneuverability: 1D. Move 20. Body Strength: 1D+2.

Themion rides with a servant, alternating between piloting and shooting to gain greater glory. Galemus also flies with one of the family servants, although he claims to be a bit more cautious. Lady Brigta does not mind accompa-

nying any of the characters, especially the one identified by the Solicitor's droid.

Pershon has also befriended the character named by the Solicitor's droid. Although he does not fly ("Heights make me dizzy," he explains) he makes certain the character is sitting correctly in the saddle and warns the character to watch out for the uncertain winds. Many a family member chasing a nightsinger has crashed into a canyon wall.

Themion regards Pershon's sentimentality with contempt: "He's just an old fool without a master. He's useless."

The Hunt is On

The gliders take off, one after another, from the landing ramp just over the canyon wall. Flying the glider in a straight line is an Easy *repulsorlift operation* roll, but any other type of maneuver in the canyon ranges from Moderate to Very Difficult. Pilots and passengers each wear a headset comlink which allows them to communicate among each other.

Themion immediately takes the lead, flying dangerously close to the crags. His intent becomes clear enough as a pair of the immense nightsingers swoop down to protect their disturbed nesting sights. These bat-winged predators have elongated heads which they use as rudders, sharp talons and a hooked beak.

Nightsingers are known for their eerie calls and whistles. Their high-pitched screams are used for communication and as a form of sonar to maneuver the windswept canyon and locate prey.

Large Nightsinger. All stats are 1D except: *Dexterity* 3D, *dodge* 4D+2, *melee combat: claws* 6D+2, *melee combat: beak* 6D, *Strength* 4D+2, *brawling* 5D, *Perception* 4D. *Claws* (STR+2D), *beak* (STR+3D).

Themion pursues the largest, hoping for the prize as he relinquishes the controls of the glider to concentrate on shooting with the hunting blaster. The characters can either follow Themion or the smaller of the nightsingers. Pursuit is difficult, as the nightsinger swoops and barrel-rolls closely with the canyon walls to avoid their attacks.

After a few passes, it becomes clear that Themion's chance to bring down the larger nightsinger has failed. The large creature manages to come between Themion and Galemus' para-wing. Trying to target the creature, Themion accidentally hits Galemus' para-wing with blaster fire, damaging its control flaps and repulsorlift engine. The para-wing starts to circle downward, out-of-control. The characters can try to save him either by using their own para-wings to support the damaged one (a Difficult *repulsorlift operations* roll), or by trans-

ferring Galemus and his pilot to other para-wings (a Difficult *climbing/jumping* roll, followed by a Difficult *repulsorlift operations* roll to get safely back to the castle.)

Once Themion misses his chance, it is the characters who ultimately succeed in wounding and bringing a nightsinger down. They are heralded upon their return to the castle. Ground parties go out to retrieve the downed creature and soon prepare it for the evening meal. Galemus thanks the characters profusely for their quick thinking. Themion, his mood foul and his honor besmirched by his failure, retreats to his room until dinner. Lady Brigta is especially impressed with the characters and seems drawn to them.

The Will of the Baron

The evening meal is a glorious repast filled with celebration and toasts. The family cannot hear enough of the characters' spectacular rescue of Galemus in mid-air, or the skill by which they brought down the nightsinger. Themion sits at the other end of the table in stoic silence; he is occasionally consoled by Lady Brigta.

With the meal finished, all members of the Hejaran family retire to the Grand Hall to hear and see Baron Lucian's testament. There is nothing but respectful silence as the Solicitor activates the holo-recording of Baron Lucian Hejaran. Read aloud the following:

"I am Baron Lucian Hejaran. In accordance with House law and tradition, let this holo-recording witnessed by the family Solicitor serve as my last will and testament.

"Many knew I wanted to bring honor back to the Hejaran family name. Yet, there is a taint of darkness and evil among these halls. It is an evil brought here by those closest to the foul Emperor. If this holo is being played, then I was probably unable to stop it.

"Therefore I decree that my brother, Themion, shall be granted only fifteen percent of this estate's holdings. That should be enough to suit his flamboyant ways. Lady Brigta, my cousin, is granted nothing—for reasons that should be all too clear to her. Both are forever banned from Hejaran Castle and Nightsinger's Orb.

"As for the rest of the Hejarans in attendance, you shall receive nothing, as you did nothing to prevent this catastrophe which has sullied our family's honor. The remainder of the estate shall be entrusted to the care of my uncle, Galemus, who's wise ways and beliefs shall lead a new Baron to the head of the Hejaran family. That new Baron shall be [...insert name of player-character here.]

"So I have decreed. In accordance with all House laws, so it shall be done."

Naturally, the holo-recording creates an uproar—all attention and surprise is directed to the character named by the late Baron. Themion accuses the characters of fraud and unsheathes his ornate sword in anger—a deliberate violation of family tradition according to Galemus. He orders him to return the weapon to its scabbard, there will be no honor dueling on this night. Lady Brigta sniffs angrily, all charm and warmth dissipated from her. Improvise the situation with additional threats and saber-rattling from other guests.

Before things get too far out of hand, the Solicitor bangs his huge walking stick on the floor. The holo-recording is valid, as are the Baron's wishes. He directs Themion and Lady Brigta that they have until the end of the following day to remove their personal belongings and vacate the moon. If they do not comply, forces from the House shall remove them—at great embarrassment to what little honor they have left.

With the rest of the family dispersed and angry, the characters are led to chambers to spend the night. Galemus offers them guards from his own personal cadre to protect them; the characters can accept them or not. Pershon checks in the characters, assuring them everything will be made right in the morning.

In the Footsteps of His Master

As night unfolds, the naming of Nightsinger's Orb becomes all too clear. The nightsingers call out to one another through a series of eerie howls, as if the great castle was not dark and foreboding enough.

The characters are unable to sleep. Restless dreams and the strangeness of their surroundings add to their insomnia. Make secret *Difficult Perception* checks for characters who are Force sensitive. Those that make the roll detect a slight tremor of the dark side in their dreams. Those characters who exceed the Difficulty Level by ten points or more receive a vision: the character named in the Baron's will is flying a para-wing glider over the head of a raven-black nightsinger. The giant creature suddenly bites the flyer in half.

A scream awakens all the characters, drawing them to another wing of the castle. Directed by one of the minor house-servants to the Baron's study, the characters find Pershon dead across his master's desk. The room's desk has been ransacked and the contents knocked down from library shelves. The cause of death is determined by the manor's medical droid—asphyxiation by constriction of the throat. Yet there are no visible markings on



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Pershon's throat. It's as if an invisible hand clamped down on the poor man and killed him.

Galemus and Lady Brigta arrive on the scene shortly after the characters arrive. Galemus is stunned by the news and begs the Solicitor to commence an investigation into the family's personal records. Lady Brigta is surprised and saddened by the death, she immediately takes to the side of the character named by the Baron as his successor. She offers her guards to stand

watch over Pershon's body until he can be properly buried.

Eventually Lady Brigta wonders aloud why Themion has not arrived to investigate (assuming the characters have not yet noticed themselves). Themion is eventually found, staggering through the halls like a ghost, clutching his chest. After a brief investigation, the family doctor determines that Themion has been poisoned. The poison is traced back to a bottle of wine found in his chambers. Fortunately, the poison is slow acting, and the doctor administers an antidote.

Themion is furious and summons the Solicitor. He believes the characters have been opposed to him from the start: that it was they who took away his rightful inheritance, that they conspired to embarrass him during the nightsinger hunt, and that he was poisoned by them to silence any further claim he might have to the Barony.

Standing before the Solicitor, Themion claims his right to ascendancy by combat. Galemus and the Solicitor reluctantly agree. According to family law, Themion is permitted to reclaim his noble title and regain his honor despite what his brother's will dictates. He calls for a honor duel: he versus the character named as the Baron's successor! The Solicitor explains that the challenge can either be accepted or ignored. If it is ignored, the characters are permitted to leave Nightsinger's Orb without question or harm. If the challenge is accepted, the character must face Themion armed with only a vibroweapon and his or her courage.

Galemus warns the characters not to be too hasty in their acceptance of the challenge, Themion has won several championships dueling among the various Houses. Still, the mysterious deaths of the Baron and his servant leave the characters wondering if they should let the Hejarans sink into dishonor by Themion's selfishness...and let someone get away with cold, calculated murder.

Episode Two

As the challenged character prepares to duel Themion in the castle's Great Hall, the other characters can unravel the mystery of Pershon's death. Below are a few more clues they might uncover.

More Clues

The Solicitor has delved deeper into the family records and provides characters with additional information. Alternatively, you can have the characters uncover the information by interviewing various servants and family members (many of whom will be reluctant to



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Searching the Room

Characters who commence a Difficult *search* of the room (as opposed to Pershon's body) discover certain clues based on how many points they exceed the difficulty level.

Roll Exceeds Difficulty Level By:

0–5 points

6–9 points

10 or more points

Result:

Characters find a piece of ripped clothing on the floor which could belong to a member of the noble family. Apparently Pershon struggled with his attacker before he was killed. It might be possible to search family members for the ripped article of clothing. However, many members of the noble family will not agree to such a search.

Early holotapes of the Baron's will are found in what once were locked drawers of the desk. These tapes are dated well before the last version of the will, but in each tape the Baron firmly states that Themion should not receive more than 15% of the estate. Noticeably missing from the earlier versions are the Baron's concerns about Lady Brigta.

The characters discover the writing desk is not flush against the wall; a small book is found inside a hidden niche when the writing desk is pulled away. The book is a simple journal and does not seem to contain anything of relevance about the Baron's death. The last log written before his death specifies the return of Lady Brigta to Hejaran Castle after some time spent on Coruscant. The Baron's passages convey feelings that she has somehow changed.

talk to outsiders who are suspected of committing the crime).

- Every year, members of each House must live on Coruscant, the capital of the Empire. The purpose of the stay is twofold: it allows the noble families to maintain their strong ties to the Empire, while at the same time the Emperor can prevent the Houses from rising against him.
- Lady Brigta only recently has returned from such a stay on Coruscant. The characters can compare this with the entry in the Baron's journal, where he notes how strange the lady has been acting since her return.
- Baron Lucian specifically names Lady Brigta in the latest version of his will, exiling her from Nightsinger's Orb and family matters. The characters may conclude (correctly) that the previous Baron realized, too late, that Lady Brigta has been consumed by the dark side of the Force and now serves the will of the Emperor.

The Duel

At some point during the investigation, the honor duel takes place. Themion and the character are offered a variety of hand weapons: from ring-fighting weapons to ornate vibrorapiers—even an immense vibro-ax. Since Themion put forth the challenge, the character

must declare how the duel must end. The rules are strict: the combatants may call the duel either to the first blood, the taking of an appendage, or to the death. The character must stress any one of these rules before the duel begins. No matter what the character declares, Themion warns that he intends to make the character suffer.

From the beginning it's clear that Themion is fighting as if possessed. He deflects impossible blows and comes close to lopping off the character's head. On an Easy *Perception* or *sense Force* roll, Force sensitive characters detect the dark side is at work here.

Characters who make Difficult *Perception* checks see a figure in one of the balconies of the Great Hall. From the figure's hand gestures, the detecting characters sense that the figure is making the same motions as Themion, as if somehow guiding him. Rushing to the upper level, the characters discover the figure is Lady Brigta!

Lady Brigta releases Themion, her concentration broken. The maddened noble suddenly snaps out of his rage as if awaking from a dream. Galemus orders the duel stopped until the situation can be sorted out. Realizing that he has been tricked by his cousin, Themion drops his weapon and apologizes profusely.

Her duplicity revealed, Lady Brigta flees. She is a crack shot with a blaster, and makes



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the most of her mundane and dark side skills as she attempts to both escape the characters and slay the inheriting character. To stop her, the characters must leap from balcony to balcony (Difficult *climbing/jumping* rolls) in pursuit of Lady Brigta. In the end, she loses her balance and falls to her death.

Resolution

With the help of the Solicitor and Galemus, the mystery is soon solved. After killing the Baron for sensing her descent into evil, Lady Brigta murdered Pershon using her dark side powers to prevent him from revealing his master's journals. Realizing she had been exiled from the family by the will, she used Themion's hatred to try to destroy the characters and reclaim her status as family leader. If the players have trouble piecing the plot together, the gamemaster characters might make a few leading comments or spell the whole thing out for them.

Spawning a Campaign

If the adventure is part of an on-going campaign, there are two ways to resolve the fact that you now have a titled player character running around:

- **Mistaken Identity.** The Solicitor's droid contacted the wrong person and the character has no rightful claim to the Baron's inheritance. The actual heir shows up, thanks the characters for protecting his seat, gives them a nice banquet, then asks them to leave.
- **Authentic Title.** The title is proven accurate. The character is now a Tapani baron! If you are bringing preexisting characters into a Tapani-based campaign, this is a good way to do it. The characters have a title, a new estate and wealth. As new nobles, they will create quite a stir among the Houses (especially their own). Because they are outsiders, they might be approached by groups inside the House looking for new allies. No matter what the characters do, they are bound to make enemies. Such enemies might be very interested in learning what the characters did before they moved into the sector...

Character Rewards

The characters receive two Character Points for this adventure, plus and additional two Character Points for successfully revealing Lady Brigta's connection to Sate Pestage.

Adventure Five:

The Event of the Season

Introduction

The players are sent by their House or the Rebellion to one of the more renowned festivals of the Procopian Season, the Unification Gala, held on Crispos Isle in the equatorial ocean. There they are to make contact with an Imperial advisor, Adana Vermor, who has offered to supply the player's faction with inside information on Imperial activities. They are also to take advantage of the situation and glean as much information as possible from the collected multitude of Sector aristocracy.

Episode One

The Unification Gala celebrates the uniting of the sector's worlds by Shey Tapani over 6,000 years ago, although this theme has become little more than an excuse to throw a massive party. This year House Barnaba is hosting the gala, so a *spectacular* show is anticipated. Most nobles in good standing have invitations sent to them and the overall attendance is expected to be almost two thousand lords

and ladies.

The character's association (be it a house or the Alliance) has acquired invitations in the character's names and are sending them to the gala—not to party, but for an important mission. Adana Vermor, a civilian advisor on logistics and economics for the Imperial Navy, has made contact with the player's group and indicated a desire to share information on Imperial naval movements in return for a guarantee of sanctuary should she be discovered. She will be a quest at the gala and will use the occasion to pass on a set of codes and data-drop information to the players.

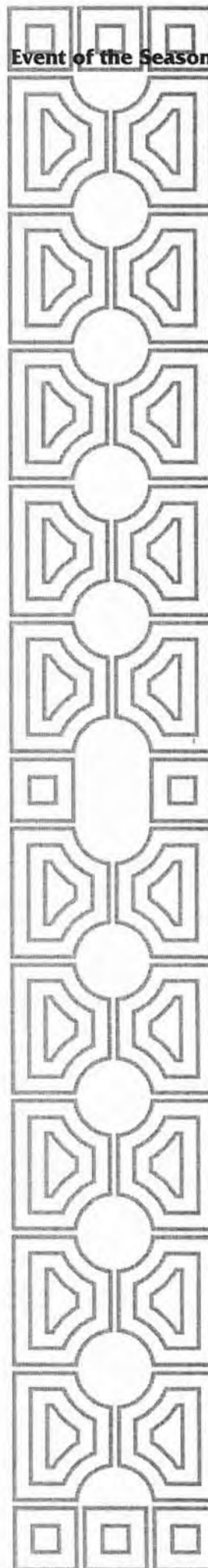
Introductions and Investigations

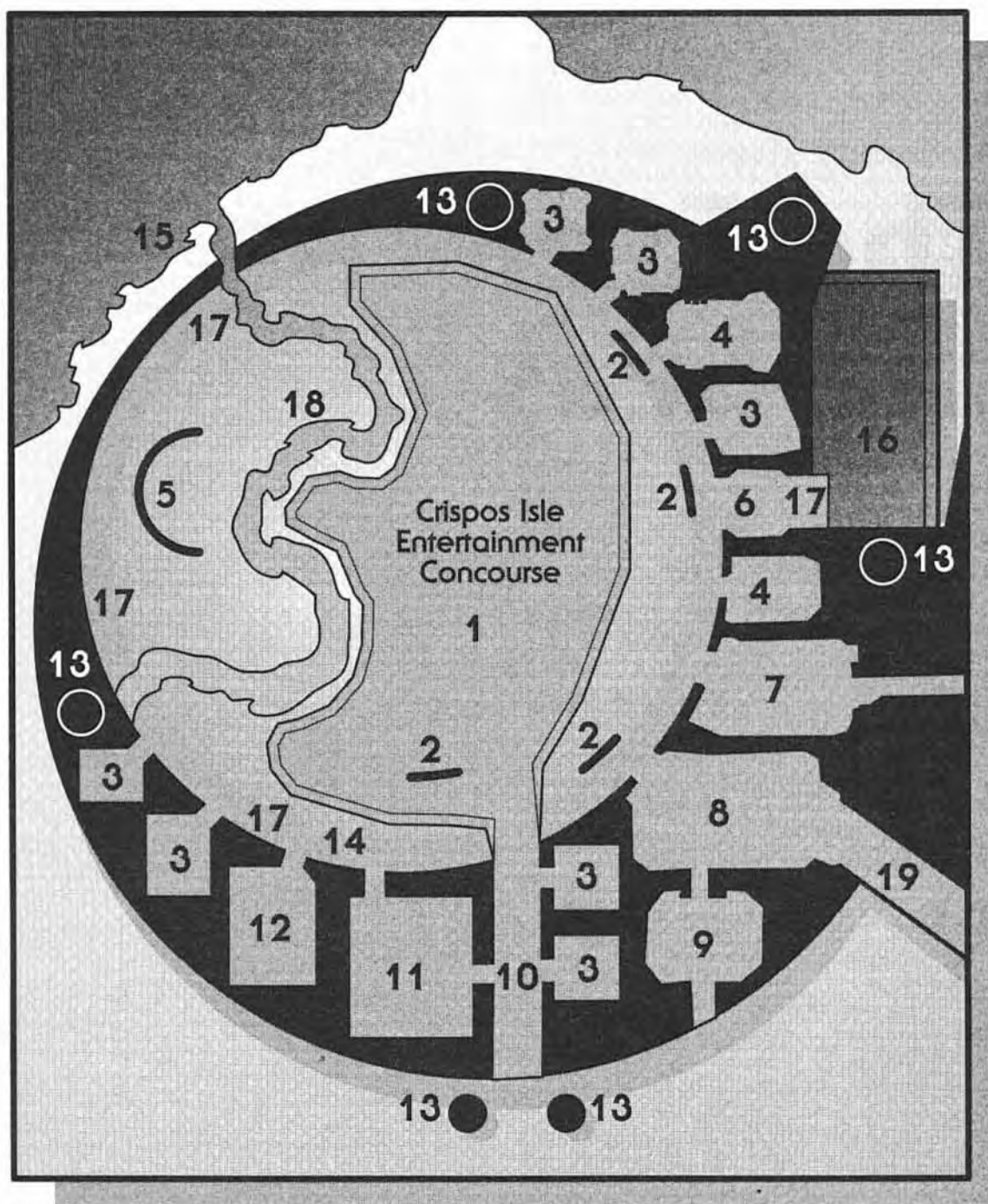
The characters soon find themselves whisked via first-class repulsorlift transport to Crispos Isle, House Barnaba's entertainment villa for the Season. All traffic is carefully screened and guided in by house security, setting just the right air of subtle paranoia for the whole evening.

There is a weapons check (only nobles and licensed bodyguards are allowed to carry

"The Event of the Season" Quick-start Outline

- **Episode One.** The players arrive at the gala and are introduced to various influential personages. They work the crowd for information and try to find their contact.
- **Episode Two.** The characters participate in a ritualized combat with replica starships that suddenly turns deadly. They may even save the life of a young noble.
- **Episode Three.** The players make contact with Vermor, but a JAN terrorist cell attacks the gala and kidnaps Vermor and others. The players must prevent the terrorists from escaping with Vermor to ensure their access to her information.
- **Cards Used:** 9, 10, 14, 18, 25, 26, 29





Main Concourse under Geodesic Dome

- | | |
|---|--|
| 1. Holoplastic floor on main concourse | 10. Security checkpoint/main entrance from island side |
| 2. Bar/food stations | 11. Main holosuite with large holoprojector and myriad holoscreens |
| 3. Lounges w/holovids, music, and couches | 12. Infirmary/nursing station |
| 4. Game rooms | 13. Automated defense blaster emplacement |
| 5. Main bar and droid station | 14. Transphere launching station |
| 6. Entrance from landing port | 15. North pier and skimmer staging area |
| 7. Dining room w/hallway to main villa | 16. Airspeeder landing lot |
| 8. Main kitchen/service room | 17. Transphere repulsor/tractor generators |
| 9. Pantry and waiter's lounge | 18. Manicured fresh water stream |
| | 19. Service corridor to main villa |

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blaster pistols and blades, and that's the most they *can* carry) and an ID check (make them sweat this if they faked their own IDs—a Moderate *forgery* check). Then they are led onto the main concourse where many of the festivities will be held. Read the following aloud:

The whole area is ablaze with light; the entire courtyard has been layered with holoplastic, and the ground constantly projects shifting images of the worlds of the Expanse. The cream of Tapani aristocracy is a display unto itself as lords and ladies parade about in elaborate festival clothes. Holocloaks flutter, laser gems flash and painted smiles beam radiantly. Around them orbits a celestial array of busy droids, attentive servants and watchful bodyguards.

High above the festivities looms a huge geodesic dome, charming in its primitivism. It is studded with hundreds of glowing gems, each color-coded to one of the twelve houses of the Expanse prior to Unification. As you watch, the stars change color from the twelve to the seven Houses and then to one single color. Near the upper rafters of the dome float dozens of daring couples swirling inside transparent spheres, cunningly suspended in repulsorfields; zero-gee dancing has become all the rage during the Procopian Season.

As the player characters enter the ballroom, they are met by Lady Peta Lactril, one of eight official greeters at this event. She immediately sizes up the group and gives some of the members red tags to wear on their lapels. "For later," she explains. (See Staging Tips in Episode Two, page 59.) She guides the characters into the colorful flow of the gala.

The players now have some time to fraternize. This whole sequence should be a blinding swirl of glamour, glitterati, excess, and energy. Hovering droids with trays of incredibly rich food and drink cycle through the grounds. Expert acrobats, musicians and even trained xenofauna create flamboyant and colorful pockets of mirth and merriment.

All around are the makers and shakers of power; shouting, laughing, eating, and conspiring. This is the perfect place for picking up that odd bit of gossip which might prove useful later on. Plus it's a chance for the gamemaster to insert any colorful or famous characters he would like the characters to interact with in a social situation. Gamemasters should refer to the *Lords of the Expanse* Boxed Set for any particular "august personages" they might be interested in presenting.

In addition, there will be numerous minor encounters as the group works through the

throng. A few examples are listed below with what worthwhile bit of information might be gathered by talking with them (with the difficulty level of the *persuasion* or *con* skill check necessary to get it). Note that a successful Moderate *cultures: Tapani Expanse* check before each of these encounters might make the information gathering up to one level easier, as the character will know the correct way to approach and address each individual (see the *Lords of the Expanse* Boxed Set for specifics). The gamemaster can use these examples or create new ones as needed, but the first and last encounters listed are fairly important and should be included during play.

• **Sir Ajax Wennel:** A young and dynamic noble of House Cadriaan who seems enamored of the unorthodox and un-Imperial. His musings border on the traitorous and his bravado will probably get him arrested before he's thirty. An Easy *Perception* check will reveal a lightfoil at his hip. As a Saber Rake, Ajax may be a useful contact for the party.

Sir Ajax Wennel. *Dexterity* 3D, *blaster* 4D+2, *dodge* 4D+1, *melee combat: lightfoil* 6D, *melee parry* 4D+1, *vehicle blasters* 4D, *Knowledge* 3D+2, *cultures: Tapani Expanse* 6D, *Mechanical* 2D+1, *repulsorlift operation* 5D, *swoop operation* 4D+1, *Perception* 4D, *command* 4D, *gambling* 4D+2, *persuasion* 4D, *sneak* 4D+2, *Strength* 2D+2, *brawling* 4D, *stamina* 3D, *swimming* 4D, *Technical* 2D+1, *first aid* 4D+1. Move: 10. Character Points: 4. Equipped with: blaster pistol (4D), lightfoil (4D), comlink, poison detector in earring, elaborate clothing.

Notable Information (Moderate): The Saber Rakes see themselves as anti-Imperial, bucking the rising approval of the New Order in the younger generation. While they don't embrace the Alliance (especially with JAN activity poisoning the well), they see the Empire as a betrayal of honor and history.

Typical Quote: "When will those Imperial military buffoons realize that war is nothing without personal honor? You might as well have an army of droids."

Staging Tips

This adventure works best with one or more noble player characters in the group. They will be most familiar with the type of social interaction expected at the gala and their recognizable presence lends credibility to the group. Other characters can play members of a retinue of guards and servants. If necessary, a "commoner" character may be given a false title to act the public face for the group. Just hope no one questions him too closely....



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• **Lady Wineth Lastemin:** A young, attractive, socialite, Wineth is thrilled to be at the gala, and immediately attached herself to the most attractive male noble in the group. She will try to stay in his orbit, laughing far too loudly at his jokes and trying to find out more about his status with his house. Innocent but annoying, Wineth can become a serious impediment to completing the mission if allowed to stick around.

Lady Wineth Lastemin. All stats 2D except: *Dexterity 3D, dodge 4D+1, Perception 3D, con 5D, persuade 5D.* Move 8. Equipped with: hold-out blaster (3D), elaborate clothing.

Notable Information (Moderate): Baroness Mellona of House Pelagia is playing some kind of complicated game. She has had plenty of offers to marry influential men in other houses, manipulating them as if they were putty, but she seems to be holding out for someone within her own house. It's almost as if she were following a plan of some kind.

Typical Quote: "I just love the night skies on this part of Procopia, don't you?"

• **Imperial Army Colonel Raibat:** A thick-necked bull of a man, Colonel Raibat was sent as a knight of House Reana, but he's a firm believer in the New Order. He sees all this pomp and flash as the sort of wasteful excess the Empire is designed to end—so he's not most popular person at the party. He is a keen observer, however, and if he senses anything unusual about the group, he will keep an eye on them. It's not like he has anything better to do....

Colonel Raibat. *Dexterity 3D+2, blaster 5D+2, dodge 5D+1, melee combat 5D, melee parry 4D+1, vehicle blasters 4D, Knowledge 2D+1, cultures: Tapani Expanse 6D, Mechanical 2D, repulsorlift operation 5D, Perception 3D, command 4D, gambling 4D+2, persuasion 4D, sneak 4D+2, Strength 3D+2, brawling 4D, stamina 3D, swimming 4D, Technical 3D+1, computer programming/repair 5D+1, demolitions 6D, first aid 5D.* Move: 10. Character Points: 8. Equipped with: heavy blaster pistol (5D), comlink, poison detector in ring, elaborate clothing.

Notable Information (Average): It's his opinion that the Empire must inevitably take over the Sector from the nobles (no big surprise here). **(Difficult):** He must leave Procopia before the Season ends to rejoin his unit out on the Rim. This means that his army unit is probably being called into action. Since it specializes in aquatic warfare, the Alliance might want to reinforce waterworlds in that sector.

Typical Quote: "Look at them. Indulging themselves off the sweat of the common people. Fraternizing with aliens. All this will soon change."

• **Baroness Balmai Wyngarde:** An elder House Melantha Baroness, Lady Wyngarde speaks well of the high days of the old aristocracy, back even before the Old Republic. She sees the Tapani Sector as the last bastion of culture, refinement and human decency in the galaxy. While she avoids criticizing Palpatine's rule directly, a certain disdain is evident. If the characters express sympathy with her views (Moderate *persuasion* check), she may "adopt" them, showing them around and introducing them to some of the most powerful people at the party (except, of course, those from House Mecetti).

Baroness Balmai Wyngarde. All stats 2D except: *Knowledge 4D, bureaucracy 5D, cultures: Tapani Expanse 9D, Perception 3D+2, bargain 5D.* Move: 7. Equipped with: elaborate clothing, comlink, poison detector in elegant brooch.

Notable Information (Difficult): Bal Jaset has been surprisingly on top of things lately—almost as if he had a special conduit direct from Coruscant. He seems to get information well before the rest of the House, and it always proves accurate. She supposes that is why *he's* the High Lord.

Typical Quote: "Oh, the Empire is fine for cleaning up that democratic mess the Republic became, but it's up to us—those born to rule—to create the culture that will revitalize the galaxy."

• **Sir Trevas Jotane:** A handsome, blond-haired male in his late twenties, Trevas Jotane appears to be a knight of House Calipsa, but is in fact an ISB operative incognito. He will be witty and urban, making all sorts of anti-imperial jokes and generally testing the assemblage for possible traitors. He has also been assigned to watch someone in particular: Adana Vermor. The ISB got wind of her possible leaking of data

Zero-Gee, Anyone?

Zero-gee dancing is available in the upper dome. Two-meter transplas safety bubbles surround each pair of dancers, held aloft by repulsor/tractor fields projected by devices around the concourse. Once inside, you can direct where your sphere floats via a small remote controller, moving from projector to projector across the entire area. The transplas is supposed to protect you if a field actually collapses, but such a catastrophe has never happened in the past. Bouncing around the ceiling can be an entertaining way to kill time for those who aren't into talking.

The safety bubbles are also an excellent place from which to observe the crowd in order to find Vermor.



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and placed Jotane on her as a precaution. (See the sidebar on page 61).

Sir Trevas Jotane. *Dexterity 3D, blaster 5D, dodge 5D, brawling parry 5D, melee combat 4D, melee parry 4D+1, Knowledge 3D+1, law enforcement 7D, scholar: Tapani Sector politics 6D, Mechanical 2D+2, repulsorlift operation 3D+2, Perception 4D, command 5D, con 5D+2, interrogation 5D, investigation 7D+1, persuasion 5D, search 4D+2, sneak 5D, Strength 2D, brawling 3D+2, Technical 3D, security 6D.* Move: 12. ISB identification card (hidden), blaster pistol (4D), holdout blaster (3D), comlink disguised as ring, false ID as knight of House Calipsa, armored vest disguised as clothing (+1 to chest and back), sensor/listening device detector in ring.

Notable Information (Average): There are reports of a house-sponsored shadow port in the vicinity of Bilios which is supporting pirate convoys. (This is an intentionally false lead, as there was once a JAN base there, but it has since moved). On a Very Difficult *Perception* check, the character may note that Jotane watches the people he is talking with *very* carefully, as if gauging their reactions.

Typical Quote: "How many Imperial officers does it take to order dinner? Five: one to check the menu for violations of Imperial regulations and four to beat the serving droid into submis-

sion. Hah!"

Of course, the characters also have another mission: to contact Vermor. But, in a crowd of at least two thousand glittering guests, it's going to take a while. Time to sharpen up those *Perception* skills. The frustration factor is a crucial part of this episode; the characters can be constantly trying to get through the flow of people, occasionally catching a glimpse of someone that *might* be Vermor, but always being intercepted or deflected by a distraction or event before they can get close enough to confirm it.

Episode Two

Entertainments and Abuses

As the gala reaches an energized climax, a holo-projection of Lady Varin Arabella herself appears over the congregation. As everyone quiets to listen, read the following:

"Welcome, honored nobles, to the celebration of our sector's coming of age—of the year *They Tapani* brought us together as one! *To Unification!*" A cheer goes up from the crowd as she continues, "And as a special presentation to celebrate *They's* crusade for order, we

will reenact—in miniature, of course—the most stirring of his victories: the epic space battle of Shindra's Veil!"

Another cheer goes up, but she isn't finished yet. "Many of you will get to help us in our little play. Those who have been given red tags by our hostesses are asked to present themselves at the pier at the north end of the concourse. There, you will be fitted into scaled-down replicas of the ships which participated in the battle of the Veil. You will then have the privilege of actually flying that ship in our reenactment, fighting for Shey as he destroys the Rogue Houses in the climatic engagement of the Unification War!

"Now, actors to your ships...and let the show begin!"

The player characters with red tags are more or less forced by the crowd towards the pier. There they meet Ajax Wennel again; he too is wearing a red tag and seems amused at the whole situation. Once at the pier, they will each be taken to one of over a one hundred and fifty skimmer-sized model ships, each made to represent a vessel that fought for Shey in the battle.

Each skimmer is fully powered, with a repulsorlift engine, miniature laser batteries, and a limited sensor suite. There is room for a single pilot in a sealed cockpit with full displays simulating an ancient ship's bridge. The characters will be given orders via comlink from their "commander," a noble who plays the part of Shey Tapani, while the other ships (the Rogue Houses which fought Shey) will be controlled by droid brains.

The skimmers are brought up to the edge of the water as night turns the sea into the blackness of deep space. As the crowd gathers at the railings or watches on holo-vid, the battle of Shindra's Veil commences...again. The other characters can either watch, take this opportunity to scan the crowd for Vermor, or take bets on how well their friends do in the show.

Treat this battle as a regular vehicle combat (though no one is supposed to get hurt; gamemasters should disregard any Wound or Mortal Wound results). The skimmers dodge and weave around each other, firing their colorful but harmless lasers and scoring hits as holographic explosions and sonic effects buffet the craft, simulating the epic space battle for the admiring crowd. The characters will feel like they're in a huge video game...for a while.

However, someone has chosen to use this opportunity to settle an old score. A certain House Barnaba knight has been defeated by Sir Wennel in lightfoil duels one too many times.

The Eyes of Justice

Trevas Jotane is a surprisingly clever but rather obsessive ISB agent. He fixates on his assignments with a fanatical fervor that sometimes frightens even his fellow operatives. At the same time, his insightful evaluations and rigid support of the New Order has made him a favorite of his superior, Brak Dunell. He is particularly good at infiltration, as his chameleon-like personality adapts to the sensibilities of those around him.

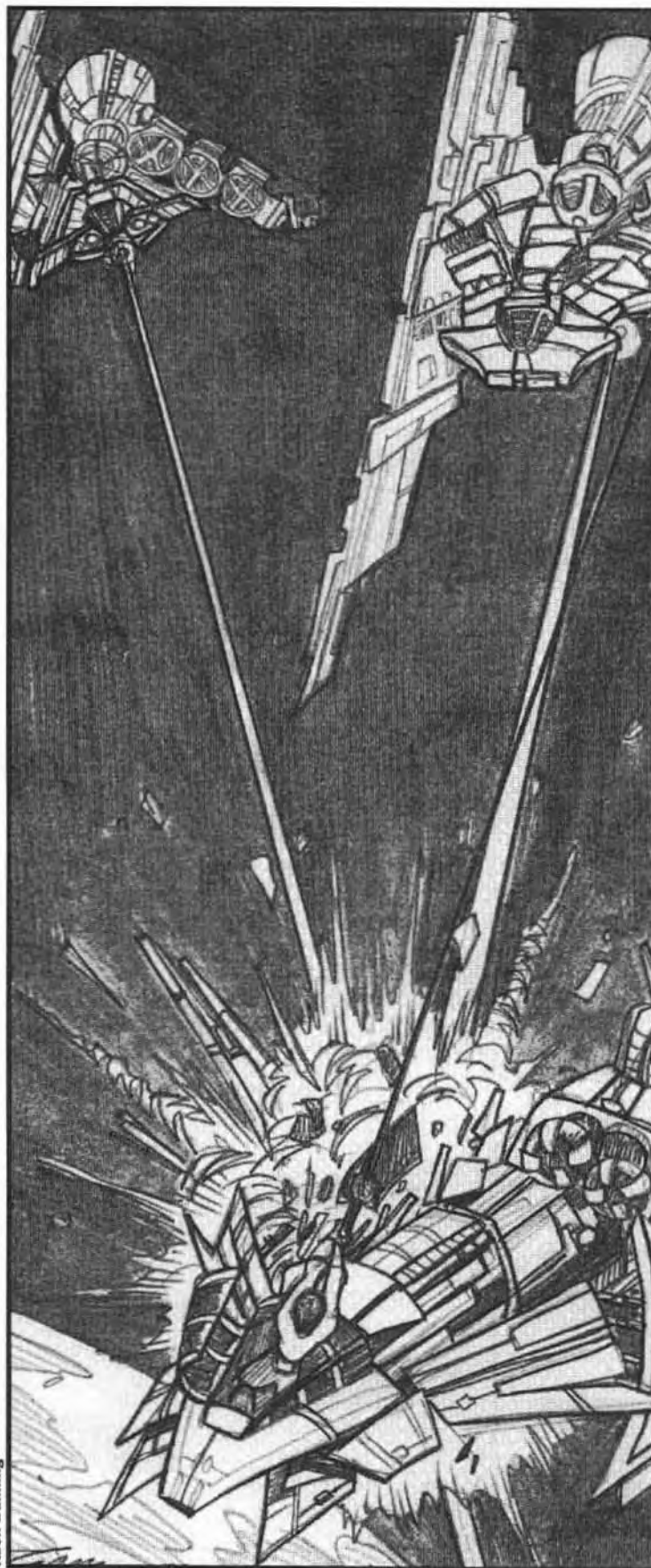
Jotane's investigations have convinced him that Adana Vermor is too great a danger to be allowed to roam free. Since he doesn't have enough evidence to convict her in an Imperial court (a necessity with someone of her standing), he has made plans to render her "neutralized" and perhaps even permit some unsupervised interrogation in the process (see Episode Three).

His sense of honor cast aside, he has gained access to the droid programming of the enemy skimmers and disabled the safeguards on some of the droid "destroyer" models. These units power their lasers up to full (real) damage and lock onto the craft that Ajax controls, with his destruction their foremost goal. At some point in the battle, read the following:

As you weave and bank through the waves of enemy ships, you see an explosion that rocks one of your fellow skimmers. Suddenly, Wennel's mildly panicked voice comes over the comlink, "Um, excuse me, but someone out there just hit me with a real volley. My

Staging Tips

The opening stages of this adventure aren't very action-driven and are more about socializing and data-gathering. This is an opportunity for the gamemaster to provide those characters who are "action-oriented" with something to do while allowing those who are more "interaction-oriented" to work the crowd. The gamemaster can choose those characters who are anxious to man the skimmers and let the rest mingle—or put all the characters into the skimmers and run any other encounters after the reenactment.



Talon Dunning

controls are damaged and I think I may be on fire. Could I possibly get some assistance?"

The characters are the closest to Wennel and can intervene almost immediately. Unfortunately, they have no real firepower other than any personal weapons they may have carried in. They have two options: opening their cockpits and firing with hand weapons or ramming the droid ships. Firing a hand weapon and piloting a craft count as two actions, plus it's dark, making targeting by eyesight difficult (increase to hit difficulty by +2D).

Ramming is actually easier, since they can use the onboard sensors to target with (see page 110 of the *Star Wars Roleplaying Game, Revised and Expanded*). There is one droid ship per character pilot. While characters are trying to take them down, the droids will turn on them as well. Wennel's Cruiser controls are at -2D and Body is 3D+1. If his craft gets hit too badly, he will eject and splash down in the ocean. Of course, he will then be a sitting duck for the droids. If the characters manage to save him, Wennel will be extremely grateful and vow a debt of honor to them.

Whether they succeed in saving Sir Wennel or not, they are greeted to a hero's welcome back on shore as the party-goers applaud the rousing conclusion to what would have otherwise been a predictable tableau. This attention might make them a bit uncomfortable, since it puts them so clearly in the spotlight.

House security promises that the problem of the rogue droids will be investigated, and the gala continues unabated. And if Wennel was killed, it will simply add a more dramatic air to the occasion. Even the crowd's adulation will fade within an hour (much to the characters' relief).

Episode Three

Contacts and Evasions

Either parallel to or immediately after the battle, the characters can finally make contact with Vermor. She has stayed close to the main communications and holo-vid suite, monitoring the IHV news broadcasts and talking shop with a series of House officials and functionaries. While she does not know what the characters look like, they can signal her with a simple hand gesture (given to them in their briefing) and she will politely disengage from whomever she is talking to at the time and carefully make her way to the characters.

Once they are all in a secluded corner, she will address them directly. Read the following aloud:

Vermor peers at you intently, her gaze disturbingly penetrating, before finally speaking.

"You certainly don't look like the Imperial Intelligence—they usually have better disguises.

"I'm sorry I had to put us at risk by meeting face to face, but I find I like to look into the eyes of those I deal with to ensure their intentions. Here are the message codes." She hands them a small infocapsule. "So, do you ever listen to the Imperial Economic Update on IHV? It can be most...enlightening."

If someone is watching for eavesdroppers, have them make a Difficult *Perception* or Moderate *search* roll to notice Jotane, who seems to be glancing their way a bit more than most. He has made certain arrangements that require that he know where Vermor is at all times. When the players move away from Vermor,

Jotane does not follow them, although he does note who they are for later "disposition."

Jotane's plan is about to go into action. Using Dunell's connections with the Justice Action Network, Jotane has contacted a JAN terrorist cell and arranged for them to conduct a raid on the gala—with the specific goal of capturing important Imperial figures such as Advisor Adana Vermor. This will remove Adana from circulation and place her in his hands—where she can be properly dealt with. And the Alliance will be blamed for all of it.

The JAN terrorists have snuck up on the island by the only means possible: via submarine. Their stealth submersible surfaced during the mock battle (all those energy discharges tended to confuse the security sensors) and now a team of commandos is poised at the edge of the concourse, awaiting the final signal to move.

The rest of the party is reaching a climax as a sophisticated fireworks/holographic display illuminates the sky over the small bay near the concourse. About half the crowd moves in that direction to ogle at the spectacular show while the rest are too involved in their conversations to notice. This is when the terrorists have been told to strike. Read:

As you move back into the party, the fireworks pop and thunder in the background. But then, there is a slightly louder pop and a brilliant blue flash. Immediately, crackling ionization arcs leap from light fixtures, droids, computer terminals, and holodisplays around the isle. As the ion effects fade, the lights go out and the concourse is plunged into darkness.

That's when the screaming starts.

The JAN terrorists have deployed a unique weapon given to them by Jotane: an ion pulse

Traitor or Hero?

Adana Vermor has been an Imperial Economics Advisor for seven years and has seen the Empire squander the resources of hundreds of worlds in its brutal pursuit of power. In addition, she's a Force sensitive (although she doesn't know it), and can sometimes sense the basic nature of those around her. She has not been pleased by what she has seen inside her fellows in Imperial service.

So she has made arrangements to help those who seek to remain independent from the Empire...even decadent aristocracies like the Expanse. The infocapsule she carries contains a decryption code which will allow the character's faction to decode data hidden in the interstellar Imperial Economic Update broadcasts. She has given these decoders to a variety of trusted groups (although she won't tell the characters this), all of which receive her data downloads via this ubiquitous media source.

Adana Vermor. *Dexterity 2D, Knowledge 4D+2, bureaucracy 9D, planetary systems 6D, scholar: Imperial economics 10D, Mechanical 2D+1, Perception 4D+1, command 5D, Strength 2D+1, Technical 2D+1, computer programming/repair 5D.* Move: 10. Equipped with: Imperial Civil Service uniform, comlink, datapad. Character Points: 5. Force Points: 1.



Talon Dunning

bomb (12D speeder-scale ionization damage in a 200 meter radius). It is designed to temporarily neutralize all active electronic systems. It was launched during the fireworks display so that the aerial security systems couldn't detect and destroy it in time. Now the isle's security grid is down and all active repulsors have dropped, raining down transplas spheres like discarded holiday ornaments (if a character is inside one, he or she must make a *Strength* roll against 3D for damage; the spheres keep them from instantly being fatally dashed into the ground). All the droids have deactivated, the computers are down, the lights are out, and panic is ensuing. It will only last about five minutes, but that's all the terrorists should need.

One of the commandos addresses the now-chaotic gala via a portable loud-hailer: "This is an act of justice! The people demand that these Imperial collaborators be held for trial for crimes against the population of the Tapani Expanses. We are acting on your behalf. Do not resist and you will not be hurt! Defy us and suffer the consequences!"

The black-clad commandos then sweep in with night vision goggles and blasters set on stun (they don't want to harm their targets, but they will switch to kill settings at the first sign of resistance). There is one team of three commandos for each target. Their plan is to rapidly disable the guards near each of the four victims and grab Advisor Vermor, Colonel Raibat, and two other notables (gamemaster's choice).

JAN Commando. *Dexterity* 3D+1, *blaster* 5D, *dodge* 5D, *melee combat*: *stun stick* 4D, *missile weapons* 4D, *vehicle blasters* 4D, *Knowledge* 3D+2, *willpower* 5D, *Mechanical* 3D+2, *repulsorlift operation* 4D+2, *Perception* 3D+2, *search* 4D+2, *sneak* 6D, *Strength* 3D+1, *brawling* 4D, *stamina* 4D, *swimming* 4D. *Move*: 10. Equipped with: *Blaster carbine* (5D), *vibroblade* (*Strength*+1D+2), *stun stick* (5D *stun damage*), *scrambled comlink*,

night vision goggles (no darkness penalties), smoke grenades (2), armored sneak suit (+1 physical and energy, -2 to *Perception* rolls to spot wearer).

The entire scene is frantic and confused, with frightened nobles rushing about in the dark, security officers shouting orders and grabbing portable lights, and black-shrouded terrorists moving through the concourse. The characters can try to get back to where they left Vermor, only to run into a terrorist team moving towards Colonel Raibat. Combat can ensue. They may even save Colonel Raibat from being kidnapped—even if they didn't intend to.

If firing commences, however, other nobles' bodyguards nearby may also open fire, shooting wildly on the panicked orders of their charges. Totally random firefights may break out between groups of bodyguards who think they are firing at kidnappers.

As the emergency lights flicker up, the characters can see the last team of terrorists escaping through the east doors—with the limp form of Vermor in hand. The situation on the concourse is total chaos as bodyguards and house security teams try to decide who's friend or foe. It will fall to the characters to pursue the fleeing terrorists.

If Jotane notes that the players are pursuing the commandos, he will call to security, saying that they are part of the attack and to detain them. Three security officers move between the characters and the east doorway with blasters drawn. The characters may have to fight past them using stun settings (hopefully).

House Barnaba Ceremonial Guard. All stats 2D except: *blaster* 4D+2, *brawling parry* 4D, *dodge* 4D, *search* 3D, *brawling* 4D, *brawling: martial arts* 5D, *first aid* 3D. Move: 10. Character Points: 3. Equipped with: heavy blaster pistol (5D), stun stick (5D stun damage), encrypted comlink, armored vest disguised as clothing (+1 to chest and back).

If the characters saved Sir Wennel in the earlier episode, he now appears behind the security officers and stuns them with his blaster. He smiles rakishly at the characters and says, "Well, we can't leave this rescue to the amateurs, can we?" He draws his lightfoil and accompanies them after the kidnappers.

If security fails to stop the characters, Jotane will not intervene himself. As much as he wants this attack to succeed, his position as a secret operative is more important. The commandos don't know his face or his name, so he is safe should they be captured. The characters will have to confront him another time.

As they exit the east door to the landing zone, they will see a large, disc-shaped repulsorcraft emerge from the waters in front of them. It's the JAN submersible, switching to flight mode and powering up for a quick exit. It will take three rounds to fully transform to flight mode, during which time they can shoot at it. The JAN pilot will try to return fire with the craft's cannon, but will be at -1D to hit while adapting to flight mode.

If the characters look around, they can see two automatic gun emplacements overlooking the landing zone. The ion bomb has disabled the computer controls, but the weapons can be manually activated and fired (speeder-scale, Fire Control 0D, Damage 4D). These guns were designed to take out attacking aircraft, so they should make quick work of the JAN vessel if the characters think to use them. They should be careful to disable the JAN craft without destroying it (and possibly killing the hostages).

Aratech REPulsor-equipped SUBmersible carrier (REPSUB). Crew 2, passengers 20, Speeder-scale, maneuverability 1D, move 70; 200 kmh (repulsorlift mode), move 21; 60 kmh (submarine mode), body strength 4D. If submerged, the REPSUB is -2D to an opponent's *sensors* check to detect, weapon: light laser cannon (fire control 1D, damage 3D).

If the terrorists escape, the characters will need another repulsorcraft to follow them. If Wennel is with him, he will offer his airspeeder. If not, they can try to "hot-wire" one that's on the landing pad (Difficult *repulsorlift repair* check) or grab a few of the replica skimmers that are still arrayed on the north concourse. The chase is fairly straightforward as it's across open ocean, although exactly how they will disable the craft and protect the hostages while out at sea is up to them. If the characters wait too long, the JAN ship will get a few kilometers out and then submerge in order to avoid pursuit.

If shot down or disabled, the JAN craft will crash into the water and start to sink. The terrorists will abandon ship and can easily be stunned and dragged from the water. Of course, the characters may have to dive in to pull the hostages from the flooding vessel (two Moderate *swimming* checks; the water's not too rough here).

The House Guard will be on the scene quickly, and, once they see the characters bagging the terrorists, they will assist. Ideally, the hostages will be rescued and several terrorists captured.

Vermor and any other Imperial victims will be returned to the Imperial enclave amid talk of a full investigation into the incident. The JAN terrorists will be turned over for Imperial interrogation, or the characters could let the House Guard decide what to do with them.

Lady Arabella herself thanks the characters for their aid in preventing a tragedy at this important occasion. She offers to "limit their exposure to Imperial scrutiny" if they so desire, by allowing her House Guard to take credit for the capture of the JAN cell. This helps repair her house's prestige after the disrupted gala and protects the characters' identities. Otherwise, they may find themselves right in the middle of the Imperial inquiry into the incident. Sometimes glory has to take a back seat to practicality. It's up to them.

Spawning a Campaign

If the characters accomplished their mission and rescued Vermor, they now have a data conduit straight from the Imperial Office of Logistics. The kidnapping plot against Vermor backfires on Jotane: Since JAN seems to have wanted her so badly, the ISB has cleared her of all suspicion. Jotane is taken off her case and doesn't dare reveal that he staged the attack. Of course, he knows exactly who foiled his plans....

Ajax Wennel is now a confirmed ally and ready contact to the Saber Rakes. Even Lady Arabella knows the characters as competent individuals and may seek their assistance sometime. The JAN terrorists may have data that can lead to other cells, if the characters decide they wish to investigate further. And what about the knight whose plan to kill Sir Wennel was defeated by the characters?

Character Rewards

Award each character one Character Point per episode, plus an additional Character Point per gamemaster character they successfully gained information from in the first and second episodes. In the second episode, give each character one Character Point for participating in the mock battle and another to any characters who aided Wennel. In the third episode, award one Character Point for contacting Vermor and two additional Character Points if the character attempted to rescue her.





Hamar's Mercenaries

Type: Professional mercs
DEXTERITY 3D+1

Blaster 3D+2, brawling parry 2D+2, dodge 3D, grenade 5D, melee combat 3D+1, melee parry 4D

KNOWLEDGE 2D+1

Business 3D+1, streetwise 6D, survival 6D

MECHANICAL 2D+1

Beast riding 5D, jet pack operation 4D, repulsorlift operation 5D

PERCEPTION 4D

Hide 4D+2, search 5D, sneak 5D

STRENGTH 3D+2

Brawling 4D, brawling: martial arts 5D

TECHNICAL 2D+1

Demolitions 5D, first aid 4D+1

Move: 10

Character Points: 4

Equipment: Blast vest (+1D physical, +1 energy), heavy blaster pistol (5D), vibroknife (STR-1D)



Valka

Type: Vaathkree henchman
DEXTERITY 2D

Blaster 3D+2, brawling parry 4D+2, melee combat 6D, melee parry 4D

KNOWLEDGE 3D

Intimidation 6D

MECHANICAL 3D

Repulsorlift operation 4D+2, space transports 5D

PERCEPTION 4D

Bargain 4D+2, con 4D+2

STRENGTH 4D

Brawling 6D+2, lifting 7D, stamina 7D

TECHNICAL 2D

Special Abilities:

Natural Body Armor (+2D physical, +1D energy)

Move: 6

Character Points: 6

Equipment: Leather belt with pouches, datapads, medpac, vibroknife (STR-2D)



Hamar-Chaktak

Type: Greedy Herglic merchant
DEXTERITY 2D, Blaster 3D, dodge 3D+1, pick pockets 4D+2

KNOWLEDGE 3D, Alien species 4D+1, bureaucracy 5D, business 7D+2, business: bacto 8D+2, cultures 4D+1, languages 5D+1, streetwise 4D+1, value 7D+2, value: Tapani sector 9D, willpower 5D, willpower: vs. gambling 6D+1

MECHANICAL 2D+1, Ground vehicle operation 4D+1, repulsorlift operation 4D, space transports 3D+2

PERCEPTION 3D+2, Bargain 7D+1, con 6D+1, forgery 4D+2, gambling 6D+1, gambling: Cracian thumper racing 7D+2, investigation 4D+1, persuasion 6D

STRENGTH 4D+1, Brawling 5D+2, lifting 6D, stamina 7D+1

TECHNICAL 2D+2, Security 3D

Special Abilities:

Natural Armor: +1D physical

Force Points: 1

Dark Side Points: 3

Character Points: 14

Move: 6

Equipment: Datapads, recording rod, hold-out blaster (3D+1), chronometer, computer: comlink, wooden pipe



Janna Pallask

Type: House Pelagia agent
DEXTERITY 3D+1

Blaster 4D, brawling parry 3D+2, dodge 6D, running 4D

KNOWLEDGE 3D+2

Bureaucracy 4D, streetwise 5D+2, willpower 5D

MECHANICAL 2D+1

Communications 3D+1, sensors 4D+2

PERCEPTION 3D+1

Command 5D, hide 5D+2, investigation 6D, persuasion 4D+1, search 5D+2, sneak 6D

STRENGTH 2D+1

Brawling 3D+1, climbing/jumping 3D

TECHNICAL 3D

Computer programming/repair 5D, first aid 3D+2, security 6D

Character Points: 10

Move: 10

Equipment: Blaster pistol (4D), locket (with hidden encrypted comlink)



K4 Security Droid

Type: Rim Securities K4 Security Droid

DEXTERITY 3D

Blaster 7D, dodge 8D, running 4D

KNOWLEDGE 1D

Law enforcement: Lemuir IV

MECHANICAL 1D

PERCEPTION 1D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Two auto-balance arms
- Body armor (+2D to *Strength* to resist damage)
- Internal blaster rifle (5D, 5-30/100/200)

Move: 11

Size: 1.6 meters

Cost: 7,200 credits (new)



Lady Brigta Hejran

Type: Aspiring dark side apprentice
DEXTERITY 3D+2, Blaster 5D+2, brawling parry 4D+2, dodge 5D, melee combat 4D+2, melee parry 5D, running 4D

KNOWLEDGE 3D, Bureaucracy 6D, planetary systems 4D, scholar 4D+2

MECHANICAL 3D, Astrogation 4D, space transports 4D, starship shields 4D+2

PERCEPTION 4D, Bargain 5D+2, command 5D+2, con 6D, hide 5D, sneak 6D+2

STRENGTH 3D, Brawling 5D, climbing/jumping 4D

TECHNICAL 2D+1, Computer program/repair 3D+1, first aid 4D, security 4D+1

Special Abilities:

Force Skills: Control 2D, sense 3D, alter 4D

Control: Control pain, resist stun

Sense: Combat sense, life sense, magnify senses

Alter: Injure/kill

Control, Sense and Alter: Control mind, telekinetic kill

This character is Force-sensitive.

Dark Side Points: 3

Character Points: 8

Move: 10

Equipment: Robes, blaster (3D+2)



Surveillance Droid

Type: Taptronics SIS Surveillance Droid

DEXTERITY 3D

Dodge 6D

KNOWLEDGE 2D

Law enforcement 4D

MECHANICAL 1D

PERCEPTION 2D

Search 6D

STRENGTH 1D

TECHNICAL 1D

Equipped With:

- Repulsor unit with 50-meter flight ceiling
- Holographic/audio recorder
- Internal comlink

Move: 20

Size: 1 meter diameter

Cost: 5,000 credits



Imperial Navy Trooper

Type: Imperial Navy trooper
DEXTERITY 2D+1,

Blaster 3D+1, blaster: blaster rifle 4D+2, brawling parry 3D+1, dodge 3D+1, grenade 3D+1, melee combat 3D+1, melee parry 3D+1, running 3D+2

KNOWLEDGE 1D+1

Intimidation 2D+1, streetwise 2D+1

MECHANICAL 1D+2

Repulsorlift operation 2D+2, capital ship shields 2D+2

PERCEPTION 3D

Command 4D, search 4D

STRENGTH 2D+2

Brawling 4D+2, stamina 3D+2

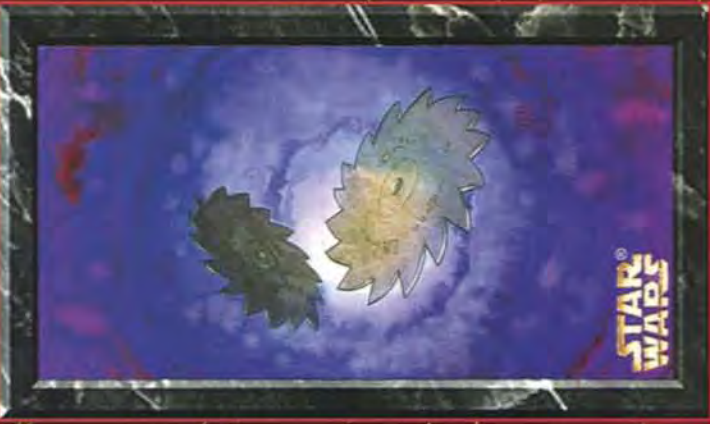
TECHNICAL 1D

Security 2D

Character Points: Varies, typically 0-3

Move: 10

Equipment: Blast helmet (+1D physical, +1 energy), blaster pistol (4D), comlink





Aratech REPSUB

Craft: Aratech REPulsor-equipped SUBmersible carrier
Type: Submersible vehicle
Scale: Speeder
Skill: Repulsorlift operation
Crew: 2
Passengers: 20
Cargo Capacity: 80 kilograms
Cover: Full
Crush Depth: 5,000 meters
Cost: 22,000 credits
Maneuverability: 1D
Move: 70; 200 kmh (repulsorlift mode), 21; 60 kmh (submarine mode)
Maneuverability: 4D
Weapons:

Light laser cannon (cannot be fired underwater)

Fire Control: 1D

Damage: 3D

Game Notes:

If submerged, the REPSUB is -2D to an opponent's sensors check to detect

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Adana Vermor

Type: Minor Imperial advisor
DEXTERITY 2D
KNOWLEDGE 4D+2
 Bureaucracy 9D, planetary systems 6D, scholar: Imperial economics 10D
MECHANICAL 2D+1
PERCEPTION 4D+1
 Command 5D
STRENGTH 2D+1
TECHNICAL 2D+1
 Computer programming/repair 5D
Move: 10
Force Points: 1
Character Points: 5
Equipment: Imperial Civil Service uniform, comlink, datapad

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Spin-blade

Model: Vrakolian spin-blade
Type: Thrown edged blade
Skill: Thrown weapons: spin-blade
Cost: 10 each
Availability: 3, R
Fire Rate: 2 per round
Range: 2-5/10/20
Damage: 3D
Game Notes: Skilled throwers can make a spinblade curve in flight, allowing them to hit targets under cover. This can only be done at medium or long range. Up to two spinblades may be cast at once from each hand, but they must be thrown at the same target.
Capsule: Vrakolian spinblades are small razor-edged wheels, like tiny buzzsaws. The thick-skinned Vrakolians use them in a harmless game of skill, but other species have adopted them as deadly weapons. When thrown they make a high-pitched whistling sound.

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Janos Marsh

Type: Covert agent
DEXTERITY 3D
 Blaster 6D+2, melee combat: sword 5D
KNOWLEDGE 4D
 Alien species 4D+2, streetwise 7D
MECHANICAL 2D+2
 Astrogation 4D, space transports 4D
PERCEPTION 3D+2
 Command 4D, sneak 5D, search 5D
STRENGTH 2D
 Brawling 5D, brawling: martial arts 6D
TECHNICAL 2D
 Computer programming/repair 6D, security 5D
Move: 10
Equipment: Blaster pistol (4D), holdout blaster (3D), vibroblade (STR+1D+2), comlink, datapad, personal comp, several thermal detonators disguised as common equipment, armored vest disguised as clothing (+1 to chest and back), vacuum suit

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Pershon

Type: Loyal servant
DEXTERITY 2D
KNOWLEDGE 3D+1
 Bureaucracy: Hejaran 6D+2, planetary systems 5D
MECHANICAL 2D
PERCEPTION 2D
 Hide 4D, search 4D
STRENGTH 2D
TECHNICAL 2D+2
 *Attributes have been reduced due to age.
Character Points: 2
Move: 8
Equipment: Comlink, cleaning cloth

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JAN Commando

Type: Militant terrorist
DEXTERITY 3D+1
 Blaster 5D, dodge 5D, melee combat: stun stick 4D, missile weapons 4D, vehicle blasters 4D
KNOWLEDGE 3D+2
 Willpower 5D
MECHANICAL 3D+2
 Repulsorlift operation 4D+2
PERCEPTION 3D+2
 Search 4D+2, sneak 6D
STRENGTH 3D+1
 Brawling 4D, stamina 4D, swimming 4D
Move: 10
Character Points: Varies; typically 1-6
Equipment: Blaster carbine (5D), vibroblade (Strength+1D+2), stun stick (5D stun damage), scrambled comlink, night vision goggles (no darkness penalties), smoke grenades (2), armored sneak suit (+1 physical and energy, -2 to Perception rolls to spot wearer)

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The Bright Seeker

Craft: Modified MKI Mining Survey Ship
Type: Exploration vessel
Scale: Starfighter
Skill: Space transports
Maneuverability: 1D
Space: 5
Atmosphere: 295;850 kmh
Hull: 4D
Shields: 1D
Sensors:
 Passive: 30/1D
 Scan: 60/2D
 Search: 90/4D
 Scan: 4/4D+1
Weapons:
 Heavy laser cannon
 Fire Control: 2D
 Damage: 6D
 Twin blaster cannon (fire-linked)
 Fire Control: 2D+2
 Damage: 4D

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Container Ship

Craft: Ellial-class Cargo Barge
Type: Container ship
Scale: Capital
Length: 100 meters
Skill: Capital ship piloting: container ship
Crew: 5
Crew Skill: Capital ship piloting 6D
Passengers: 5
Cargo Capacity: 300 metric tons
Consumables: 3 months
Hyperdrive Multiplier: x3
Hyperdrive Backup: x20
Nav Computer: Yes
Maneuverability: 1D
Space: 4
Atmosphere: 280; 800 kmh
Hull: 3D
Shields: 1D
Sensors:
 Passive: 0/1D
 Scan: 20/1D+2
 Search: 30/2D
 Focus: 40/3D

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Sir Tazur Pheron

Type: Mecetti knight
DEXTERITY 3D
 Blaster 7D, dodge 6D, melee combat 7D, melee parry 6D+1, thrown weapons 5D
KNOWLEDGE 3D+2
 Alien species 5D, bureaucracy 6D, planetary systems 6D
MECHANICAL 2D+1
 Beast riding 5D, repulsorlift operation 5D
PERCEPTION 4D
 Command 5D, gambling 4D
STRENGTH 2D+2
TECHNICAL 2D+1
Force Points: 1
Character Points: 2
Move: 10
Equipment: Sword (STR+2D), hold-out blaster (3D+2), heavy blaster pistol (5D), encrypted comlink

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Colonel Raibat

Type: Imperial Army colonel
DEXTERITY 3D+2
 Blaster 5D+2, dodge 5D+1, melee combat 5D, melee parry 4D+1, vehicle blasters 4D
KNOWLEDGE 2D+1
 Cultures: Tapani Expanse 6D
MECHANICAL 2D
 Repulsorlift operation 5D, swoop operation 4D+1
PERCEPTION 3D
 Command 4D, gambling 4D+2, persuasion 4D, sneak 4D+2
STRENGTH 3D+2
 Brawling 4D, stamina 3D, swimming 4D
TECHNICAL 3D+1
 Computer programming/repair 5D+1, demolitions 6D, first aid 5D
Move: 10
Character Points: 8
Equipment: Heavy blaster pistol (5D), comlink, poison detector in ring, elaborate clothing

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Themion Hejaran

Type: Family administrator
DEXTERITY 3D
 Archaic weapons 5D, blaster 5D+2, brawling 4D, brawling parry 3D+2, bows 7D+2, dodge 5D+2, melee weapons 6D+1, melee parry 5D+2, running 5D+2
KNOWLEDGE 4D
 Alien species 5D+2, bureaucracy: Hejaran 7D, planetary systems 5D, survival: forest 6D+2
MECHANICAL 2D+2
 Beast riding 4D, repulsorlift operation 4D+2
PERCEPTION 3D+1
 Bargain 4D+2, command 5D+1, intimidation 5D+1, search: tracking 7D+2, sneak 6D
STRENGTH 3D
 Brawling 4D+2, climbing/jumping 5D
TECHNICAL 2D
 First aid: toxicology 4D
Character Points: 5
Dark Side Points: 1
Equipment: Robes and attire, ornate vibrorepier (STR+3D; maximum damage 6D+2), cybernetic eye (+1D to search)

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Captain Brixus Aldine

Type: House Knight
DEXTERITY 3D+2, Blaster 6D+2, brawling parry 6D+2, dodge 6D+2, melee combat 6D+2, melee parry 6D, thrown weapons: spinblades 7D
KNOWLEDGE 2D+1, Bureaucracy 5D+1, cultures: Tapani Expanse 6D, intimidation 6D, law enforcement 6D, streetwise 8D, tactics: squad tactics 7D, willpower 7D
MECHANICAL 2D, Astrogation 2D+2, beast riding 6D, communications 5D, jet pack operation 5D, sensors 6D, space transports 3D+2, starship gunnery 6D
PERCEPTION 3D, Bargain 3D+2, command 6D, command: Aldine's Brigade 10D, con 5D, investigation 6D, search 6D, sneak 5D+2
STRENGTH 4D, Brawling 6D, brawling: martial arts 7D, stamina 6D
TECHNICAL 3D, Armor repair 6D, computer programming/repair 6D, demolitions 6D, first aid 6D
Force Points: 2
Character Points: 12
Move: 10
Equipment: Battle armor (+2D physical, +1D energy, -1D Dexterity), blaster rifle (5D), heavy blaster pistol (5D), sword (STR+1D), spinblades (3D), 1,200 credits, comlink, datapad

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Captain Nils Wender

Type: House Caliph explorer
DEXTERITY 3D+2
 Blaster 4D+2, dodge 4D, melee combat: sword 4D
KNOWLEDGE 3D+2
 Alien species 3D+2, planetary systems 6D
MECHANICAL 3D+1
 Astrogation 3D+2, space transports 5D, starship gunnery 3D+2
PERCEPTION 2D+2
 Command 4D, persuasion 5D, bargain 6D
STRENGTH 2D+2
 Brawling 3D
TECHNICAL 2D
 First aid 4D
Move: 10
Equipment: Blaster pistol (4D), comlink, datapad, poison detector in ring, armor vest disguised as clothing (+1 to chest and back)

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Trel Modetto

Type: Outlaw tech/smuggler
DEXTERITY 2D
 Blaster 5D, brawling parry 5D, dodge 4D+2
KNOWLEDGE 3D+2
 Business 5D+2, streetwise 6D, value 6D
MECHANICAL 3D+2
 Astrogation 6D, space transports 5D
PERCEPTION 2D+1
 Bargain 5D, con 5D+2, persuasion 6D
STRENGTH 2D+1
 Brawling 4D+1
TECHNICAL 4D
 Computer programming/repair 6D, droid programming 6D, droid repair 6D, ground vehicle repair 6D, repulsorlift repair 6D, space transports repair 6D, starship weapon repair 7D
Move: 10
Character Points: 4
Equipment: Work coveralls, datapad, diagnostic scanner, repair kit, laser cutter, heavy blaster pistol (5D), hold-out blaster (3D), 1,200 credits, light freighter (the *Eternal Hope*)

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House Mecetti Agent

Type: Undercover paramilitary operative
DEXTERITY 3D
 Blaster 4D+2, brawling parry 4D+2, dodge 4D, melee combat 4D+1
KNOWLEDGE 2D+2
 Intimidation 4D+2, streetwise 4D
MECHANICAL 2D+1
PERCEPTION 3D+1
 Hide 3D+2, search 4D+2, sneak 4D+2
STRENGTH 4D
 Brawling 5D+1, stamina 5D
TECHNICAL 2D+2
 Demolitions 3D, first aid 3D, security 3D+1
Move: 10
Character Points: 5
Equipment: Heavy blaster pistol (5D), 200 credits, falsified IDs

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House Pelagia Agent

Type: Covert paramilitary operative
DEXTERITY 3D+1
 Blaster 5D, brawling parry 4D, dodge 4D+1
KNOWLEDGE 3D
 Streetwise 4D+2, willpower 4D
MECHANICAL 2D+2
PERCEPTION 3D+1
 Hide 4D+1, investigation 5D, persuasion 4D+2, search 5D
STRENGTH 3D
 Brawling 4D+1, climbing/jumping 4D
TECHNICAL 2D+2
 First aid 4D+1, security 4D
Move: 10
Character Points: 5
Equipment: Blaster pistol (4D), falsified IDs, vibroblade (STR+1D), 100 credits

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Sir Ajax Wennel

Type: House Cadriaan knight
DEXTERITY 3D

Blaster 4D+2, dodge 4D+1, melee combat: lightfoil 6D, melee parry 4D+1, vehicle blasters 4D

KNOWLEDGE 3D+2

Cultures: Tapani Expanse 6D
MECHANICAL 2D+1

Repulsorlift operation 5D, swoop operation 4D+1

PERCEPTION 4D

Command 4D, gambling 4D+2, persuasion 4D, sneak 4D+2

STRENGTH 2D+2

Brawling 4D, stamina 3D, swimming 4D

TECHNICAL 2D+1

First aid 4D+1

Move: 10

Equipment: Blaster pistol (4D), lightfoil (4D), comlink, poison detector in earring, elaborate clothing

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House Barnaba Guard

Type: House Guard elite trooper
DEXTERITY 2D

Blaster 4D+2, brawling parry 4D, dodge 4D

KNOWLEDGE 2D

MECHANICAL 2D

PERCEPTION 2D

Search 3D

STRENGTH 2D

Brawling 4D, brawling: martial arts 5D

TECHNICAL 2D

First aid 3D

Move: 10

Character Points: 3

Equipment: Heavy blaster pistol (5D), stun stick (5D stun damage), encrypted comlink, armored vest disguised as clothing (+1 to chest and back)

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The Knife's Edge

Craft: Mansk-class escort frigate

Type: Light escort frigate

Scale: Starfighter

Length: 100 meters

Skill: Space transports

Crew: 5

Crew Skill: Space transports 5D, starship shields 4D+2, starship gunnery 5D

Passengers: 30 troops

Cargo Capacity: 80 metric tons

Consumables: One month

Cost: 135,000 credits (used only)

Hyperdrive Multiplier: x3

Hyperdrive Backup: x12

Nav Computer: Yes

Maneuverability: 1D

Space: 7

Atmosphere: 350; 1,000 kmh

Hull: 5D+2

Shields: 2D

Weapons:

Six dual laser turrets

Fire Control: 2D+2

Damage: 5D

Ion cannon

Fire Control: 2D

Damage: 3D

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Regul Staganac

Type: Mysterious insurgent

DEXTERITY 4 D

Blaster 5D, dodge 5D, melee combat 5D, melee parry 5D+1

KNOWLEDGE 3D

Alien species 7D, streetwise 5D

MECHANICAL 2D+2

Astrogation 5D, beast riding 3D+2, repulsorlift operation 6D, sensors 6D, space transports 6D, starship gunnery 6D, starship shields 6D

PERCEPTION 2D

Bargain 5D, con 7D, hide 6D, sneak 6D

STRENGTH 3D+1

Brawling 4D+1

TECHNICAL 3D

Computer programming/repair 6D, demolitions 6D, droid programming 6D, droid repair 6D, repulsorlift repair 6D, security 6D, space transports repair 6D, starfighter repair 6D

Move: 10

Character Points: 10

Equipment: Heavy blaster pistol (5D), toolkit (-1D to repair rolls), 1,000 credits

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Sir Trevas Jotane

Type: House Knight

DEXTERITY 3D

Blaster 5D, dodge 5D, brawling parry 5D, melee combat 4D, melee parry 4D+1,

KNOWLEDGE 3D+1

Law enforcement 7D, scholar: Tapani Sector politics 6D

MECHANICAL 2D+2

Repulsorlift operation 3D+2

PERCEPTION 4D

Command 5D, con 5D+2, interrogation 5D, investigation 7D+1, persuasion 5D, search 4D+2, sneak 5D

STRENGTH 2D

Brawling 3D+2

TECHNICAL 3D

Security 6D

Move: 12

Equipment: ISB identification card (hidden), blaster pistol (4D), holdout blaster (3D), comlink disguised as ring, false ID as knight of House Calipsa, armored vest disguised as clothing (+1 to chest back), sensor/listening device detector in ring

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Spaceport Guard

Type: Spaceport Security.

DEXTERITY 3D+1

Blaster 4D+1, brawling parry 4D+1, dodge 3D+2

KNOWLEDGE 3D

Law enforcement 4D+1

MECHANICAL 2D+1

PERCEPTION 3D+1

Investigation 4D, persuasion 3D+2, search 3D+2

STRENGTH 3D+1

Brawling 4D+2

TECHNICAL 2D+2

First aid 4D+1, security 3D+2.

Move: 10

Character Points: 5

Equipment: Stun baton (STR+1D stun damage), blaster pistol (4D)

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Aldine Brigade Soldiers

Type: Elite House Melantha soldiers

DEXTERITY 3D+2

Blaster 5D, brawling parry 5D, dodge 5D, melee combat 5D, melee parry 4D,

KNOWLEDGE 2D+2

MECHANICAL 2D+2

PERCEPTION 2D

Search 5D, sneak 5D+2,

STRENGTH 4D

Brawling 6D

TECHNICAL 3D

First aid 4D

Move: 10

Character Points: 4

Equipment: Heavy blaster pistol (5D), blaster rifle (5D), House Guard armor and helmet (+2D physical, +1D energy, -1D Dexterity), comlink, datapad, bacta geltab, medpac

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Crimson Slug

Type: Spacefaring predator

DEXTERITY 2D

PERCEPTION 1D

STRENGTH 5D

Special Abilities:

Vacuum: Crimson slugs are native to the vacuum of space and need no assistance to survive in this environment

Teeth: Inflict Strength+1D damage

Move: 6

Size: 6 to 8 meters long

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